



Subject card

Subject name and code	Basics of Programming, PG_00047642						
Field of study	Informatics						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	first-cycle studies		Subject group		Obligatory subject group in the field of study		
Mode of study	Full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		5.0		
Learning profile	general academic profile		Assessment form		assessment		
Conducting unit	Department of Algorithms and Systems Modelling -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor		prof. dr hab. inż. Dariusz Dereniowski				
	Teachers		mgr inż. Robert Ostrowski dr hab. inż. Michał Małafiejski dr inż. Tytus Pikies mgr inż. Andrzej Jastrzębski prof. dr hab. inż. Dariusz Dereniowski dr inż. Paweł Kowalski dr hab. inż. Robert Janczewski				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	30.0	0.0	15.0	20.0	0.0	65
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	65		3.0		57.0	125
Subject objectives	This course is an introduction to computer programming. Its primary objective is to teach solving of programming problems and writing programs using the C programming language.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K6_W10] knows and understands to an advanced degree the basic processes occurring in the life cycle of equipment, objects and technical systems, as well as methods of supporting processes and functions, specific to the field of study	Student knows the basics of using compilers and related tools.	[SW3] Assessment of knowledge contained in written work and projects
	[K6_U04] can apply knowledge of programming methods and techniques as well as select and apply appropriate programming methods and tools in computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study	Student programs in a procedural programming language, runs and tests programs.	[SU1] Assessment of task fulfilment
	[K6_W04] knows and understands, to an advanced extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or programmable elements or systems specific to the field of study, and organisation of systems using computers or such devices	Student knows and understands selected programming models and the evolution of related programming languages. Student learns one of the object oriented programming platforms.	[SW1] Assessment of factual knowledge
Subject contents	<ol style="list-style-type: none"> 1. Introduction. 2. Programming languages, alphabet, syntax and semantics. Translation. 3. Classification of data types. Integer and floating point types. 4. Arithmetic expressions and operators. 5. Selected standard functions. 6. Character type. Casting of types. 7. Logical type. Logical operators and expressions. 8. Input/output basics. 9. Conditional statements (if, switch) and conditional expression. 10. Iteration statements (for, while, do-while), nested iterations. 11. Defining types. Constants. Enumerated type. 12. One- and multi-dimensional arrays. Null-terminated strings. 13. Basic rules for scope and lifetime of variables. 14. Functions. Scope and lifetime of variables. Side effect. 15. Passing parameters of a function. 16. Pointer type and pointer arithmetics. 17. Pointers for inter-function communication. 18. Dynamic memory allocation. 19. Basic dynamic data structures. 20. Structures (records). 21. Data structures using records and their applications. 22. Basic dynamic data structures. 23. Applications of dynamic data structures (stacks, queues, graph structures) 24. Input/output streams classes. Input/output formatting. 25. Processing files. 26. Applications of recurrence (e.g., divide and conquer, greediness, dynamic programming). 		
Prerequisites and co-requisites	No requirements		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Practical exercises - labs	50.0%	30.0%
	Written exam	50.0%	40.0%
	Project	50.0%	30.0%

Recommended reading	Basic literature	<p>[1] Grębosz J., Symfonia C++ Standard (tom 1 i 2), Editions 2000, Krakow 2008.</p> <p>[2] Dereniowski D., Podstawy programowania - notatki do wykładu.</p> <p>[3] Materiały przygotowujące do laboratorium z Podstaw programowania (opracowanie zespołowe, 2013)</p> <p>For participants of the course, [2] and [3] are available at WWW page of the course.</p>
	Supplementary literature	No requirements
	eResources addresses	<p>Adresy na platformie eNauczanie:</p> <p>Podstawy Programowania 2024/25 (Informatyka & Inżynieria Danych) - Moodle ID: 40632</p> <p>https://enauczanie.pg.edu.pl/moodle/course/view.php?id=40632</p>
Example issues/ example questions/ tasks being completed		
Work placement	Not applicable	

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