

。 GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Programming of Local Applications, PG_00048014							
Field of study	Informatics							
Date of commencement of studies	October 2024		Academic year of realisation of subject		2027/2028			
Education level	first-cycle studies		Subject group		Optional subject group Subject group related to scientific research in the field of study			
Mode of study	Full-time studies		Mode of delivery		at the university			
Year of study	4		Language of instruction		Polish			
Semester of study	7		ECTS credits		2.0			
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		dr inż. Krzysztof Manuszewski					
	Teachers	dr inż. Krzysz	dr inż. Krzysztof Manuszewski					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	Project Sen		SUM
	Number of study hours	15.0	0.0	0.0	15.0		0.0	30
	E-learning hours included: 0.0							
Learning activity and number of study hours	Learning activity	Participation classes includ	in didactic ded in study	tic Participation in tudy consultation hours		Self-study		SUM
	Number of study hours	30		2.0		18.0		50
Subject objectives	The main goal is preparation of students for development of GUI and system part of server. In particular subject focuses on efficient system resource management and effective mulitasking implementation.							

Learning outcomes	Course outcome	Subject outcome	Method of verification			
	[K6_W44] knows and understands, to an advanced extent, architecture, design principles and methods of hardware and software support for local and distributed information systems, including computing systems, databases, computer networks and information applications, as well as the principles of human-computer interaction, the operation and evaluation criteria of data processing, storage and transfer methods, including computational algorithms, artificial intelligence and data mining as well as standards and methods of IT systems administration, monitoring of processes and robustness to undesirable phenomena and activities	Stident knows and is able to apply selected architectural patterns	[SW1] Assessment of factual knowledge			
	[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 and is able to apply methods of managing system resources	[SW1] Assessment of factual knowledge			
	[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 is able to efficient design and implementation of modern GUI and local processing solutions	[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 methods of implementation of modern GUI	[SW1] Assessment of factual knowledge			
Subject contents	Architecture of .Net platform					
	GUI technologies - WPF, WF					
	Ussage of system resources					
	Multitasking vs asynchronous					
	Memory management					
	Configuration and diagnostics of applications					
	System Services					
Prerequisites and co-requisites						

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade		
		50.0%	40.0%		
		50.0%	60.0%		
Recommended reading	Basic literature	C# 5.0 IN A NUTSHELL, J. Albahari, B. Albahari CLR via C#, J Ritchter			
		WPF 4 Unleashed, Nathan A.			
	Supplementary literature MSDN				
	eResources addresses	Adresy na platformie eNauczanie:			
Example issues/ example questions/ tasks being completed					
Work placement	Not applicable				

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