



Subject card

Subject name and code	Fundamentals of Informatics, PG_00060501						
Field of study	Design and Construction of Yachts						
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 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	1	Language of instruction			Polish		
Semester of study	1	ECTS credits			4.0		
Learning profile	general academic profile	Assessment form			assessment		
Conducting unit	Institute of Ocean Engineering and Ship Technology -> Faculty of Mechanical Engineering and Ship Technology						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Marcin Życzkowski				
	Teachers						
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	0.0	30.0	0.0	45
	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	45		5.0		50.0	100
Subject objectives	The aim of the course is to master the skills in the field of programming, problem-solving and algorithm creation, building block diagrams and using pseudocode and scripting language in the Python environment. Writing programs, creating functions and procedures. Using tables and variables of various types. Using functions that allow you to visualize test results in the Python.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K6_W04] has knowledge in the field of computer science, electronics, electrical engineering, automation and control, information technology, computer graphics, useful for understanding the possibilities of their use in ocean engineering		The student can independently develop a solution using a block diagram and scripting language in the PYTHON environment		[SW3] Assessment of knowledge contained in written work and projects [SW1] Assessment of factual knowledge		
	[K6_U01] can obtain information from literature, databases and other sources, can verify and organize the obtained information, interpret them and form conclusions and justified opinions		The student can independently find information to solve tasks and tests in the field of learning about programming, creating and building simple programs in the PYTHON environment.		[SU3] Assessment of ability to use knowledge gained from the subject [SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools		

Subject contents	<p>Range:</p> <ul style="list-style-type: none"> Getting acquainted with the Anaconda development environment, Familiarization with Spyder (selected IDE), importing and using Python libraries, Getting to know the basics of the Python language. <p>Python basics:</p> <ul style="list-style-type: none"> Functions (creation, use) familiarization with operators (arithmetic, logical, relational), Retrieving and formatting data entered by the user, operations on strings (cutting strings, separating strings, joining strings, capitalization, finding patterns in the text, replacing the pattern, removing spaces, new line and tabulation, special characters in the text), Conditional statements (if, else, elif), getting acquainted with new data structures (lists, sets, tuples, dictionaries), familiarization with generating expressions (lists, dictionaries, sets), Using loops (for, while), File handling (loading, reading), data transfer format (TXT, CSV, JSON) Generating random events (random), Getting to know the NumPy library. ndarray - basic data type, creating arrays with np.array(), np.arange(), np.linspace(), array operations, viewing arrays in NumPy, generating pseudo-random numbers (eg random), Indexing and cutting arrays , iteration over arrays, resizing, statistical functions in the NumPy library Getting to know matplotlib and seaborn, bar and scatter plots, displaying images, subplots and other data visualization possibilities 								
Prerequisites and co-requisites									
Assessment methods and criteria	<table border="1"> <thead> <tr> <th data-bbox="448 875 799 909">Subject passing criteria</th> <th data-bbox="799 875 1142 909">Passing threshold</th> <th data-bbox="1142 875 1487 909">Percentage of the final grade</th> </tr> </thead> <tbody> <tr> <td data-bbox="448 909 799 969">umiejętność rozwiązywać problemów. algorytmy</td> <td data-bbox="799 909 1142 969">60.0%</td> <td data-bbox="1142 909 1487 969">100.0%</td> </tr> </tbody> </table>			Subject passing criteria	Passing threshold	Percentage of the final grade	umiejętność rozwiązywać problemów. algorytmy	60.0%	100.0%
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Recommended reading	Basic literature	<ol style="list-style-type: none"> Programming for Everybody (Getting Started with Python) https://www.flynerd.pl/tag/python-kurs https://www.tutorialspoint.com/python/ Python.org https://python.swaroopch.com/ 							
	Supplementary literature	Computing in Python I: Fundamentals and Procedural Programming							
	eResources addresses	Adresy na platformie eNauczanie:							
Example issues/ example questions/ tasks being completed	Function construction. Input and output parameters. Application of functions and algorithms. Searching for vector and matrix elements that meet given conditions, sorting, checking if a given number is a prime number, compute greatest common divisor, calculating factorials, recursion.								
Work placement	Not applicable								