



## Subject card

Subject name and code	Advanced Object-Oriented Techniques, PG_00048008						
Field of study	Informatics						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2028/2029		
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 -> Wydział Politechniki Gdańskiej						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Krzysztof Manuszewski				
	Teachers		dr inż. Krzysztof Manuszewski				
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	0.0	0.0	30
	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	30		2.0		18.0	50
Subject objectives	The goal is to make student familiar with practical aspects of modern approaches like TDD/BDD/DDD and various tools/practices that support these approaches						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K6_U09] can carry out a critical analysis of the functioning of existing technical solutions and assess these solutions, as well as apply experience related to the maintenance of technical systems, devices and facilities typical for the field of studies, gained in the professional engineering environment		Student is able to apply various technics typical for modern methodologies (i.e. UT, refactorisation) for purpose of improvement shape of implementation		[SU4] Assessment of ability to use methods and tools [SU1] Assessment of task fulfilment		
	[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 effectively apply tools and techniques for code refactoring		[SU4] Assessment of ability to use methods and tools		
Subject contents	<ul style="list-style-type: none"><li>• Technical Debt, refactoring and TDD/BDD</li><li>• Elements of DDD, AoP</li><li>• Construction of OO systems</li><li>• Solid principles in practice</li><li>• Importance of Design patterns</li><li>• Classification of patterns</li></ul>						
Prerequisites and co-requisites	Modern, high level object oriented languagess. Preferred C#.						

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	homework	50.0%	20.0%
	exam	50.0%	20.0%
	laboratories	50.0%	60.0%
Recommended reading	Basic literature	Czysta architektura : struktura i design oprogramowania : przewodnik dla profesjonalistów, Robert C. Martin, Helion 2018  Adaptywny kod zwinne programowanie, wzorce projektowe i SOLID-ne zasady, Gary McLean Hall, Helion 2018.  R.Martin. Czysty kod, Helion 2014  Wzorce projektowe, Eric Freeman, Elisabeth Freeman, Bert Bates, Kathy Sierra, Helion 2017	
	Supplementary literature	Pragmatyczny programista : od czeladnika do mistrza, Andrew Hunt, David Thomas, Helion 2017  Oprogramowanie łatwe w utrzymaniu : pisz kod podatny na przyszłe zmiany, Joost Visser,  Helion. 2017  Wzorce projektowe, E. Gamma, R. Helm, R. Johnson, J.M. Vlissides., WNT 2005	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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