GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Android applications development, PG_00047768		
Field of study	Informatics		
Date of commencement of studies	October 2025	Academic year of realisation of subject	2026/2027
Education level	second-cycle studies	Subject group	Optional subject group Subject group related to scientific research in the field of study
Mode of study	Part-time studies	Mode of delivery	at the university
Year of study	2	Language of instruction	Polish
Semester of study	3	ECTS credits	4.0
Learning profile	general academic profile	Assessment form	exam
Conducting unit	Department of Geoinformatics -> Faculty of Electronics Telecommunications and Informatics -> Wydziały Politechniki Gdańskiej		
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Przemysław Falkowski-Gilski	
	Teachers	dr inż. Przemysław Falkowski-Gilski	

Lesson types and methods of instruction

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	12.0	0.0	6.0	9.0	0.0	27

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	27	10.0	63.0	100

Subject objectives

The aim is to develop a computer engineer who has knowledge and skills in the use of tools designed to create a mobile application for Android. Is prepared to work effectively in development teams in IT companies and ICT as well as in education, where their knowledge and skills will be used maintaining legal and ethical principles and with the awareness of social problems of computerization.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[K7_U03] can design, according to required specifications, and make a complex device, facility, system or carry out a process, specific to the field of study, using suitable methods, techniques, tools and materials, following engineering standards and norms, applying technologies specific to the field of study and experience gained in the professional engineering environment	Students are able to properly design and implement the software layer of a mobile application.	[SU4] Assessment of ability to use methods and tools
[K7_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, making assessment and critical analysis of the prepared software as well as a synthesis and creative interpretation of information presented with it	Students are able to use appropriate tools and programming languages in order to solve selected cases.	[SU2] Assessment of ability to analyse information

<table>
<tr><td>Subject contents</td><td>The genesis of Android project

The architecture of the system

Programming basics and API

available services

Sensors data acces</td></tr>
<tr><td>Prerequisites
and co-requisites</td><td>Basic Java programming skill

Object programming basics</td></tr>
<tr><td>Assessment methods
and criteria</td><td>
<table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Laboratory</td><td>50.0%</td><td>30.0%</td></tr>
<tr><td>Project</td><td>50.0%</td><td>30.0%</td></tr>
<tr><td>Lecture</td><td>50.0%</td><td>40.0%</td></tr>
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<tr><td>Recommended reading</td><td>
<table>
<tr><td>Basic literature</td><td>Android Programming Guide</td></tr>
<tr><td>Supplementary literature</td><td>Hello, Android. Ed Burnette</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
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<tr><td>Example issues/
example questions/
tasks being completed</td><td>Creating an application that uses data from the built-in GPS receiver
Create an application using JNI</td></tr>
<tr><td>Work placement</td><td>Not applicable</td></tr>
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