

## 。 GDAŃSK UNIVERSITY OF TECHNOLOGY

## Subject card

Subject name and code	Object programming, PG_00045295								
Field of study	Data Engineering								
Date of commencement of studies	October 2025		Academic year of realisation of subject			2025/2026			
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	2		ECTS credits			3.0			
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	Subject supervisor		dr hab. inż. Marek Moszyński						
of lecturer (lecturers)	Teachers		dr hab. inż. N	ki					
Lesson types and methods	Lesson type	Lecture	Tutorial	Laboratory	Projec	:t	Seminar	SUM	
of instruction	Number of study hours	15.0	0.0	11.0	30.0		0.0	56	
	E-learning hours included: 0.0								
Learning activity and number of study hours	Learning activity	Participation i classes incluc plan		Participation in consultation hours		Self-study		SUM	
	Number of study hours	56		6.0		13.0		75	
Subject objectives	Theory and practice on object oriented programming								
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[K6_U06] acquires new knowledge, planning its own development in aiming at achieving defined goals		The student acquires skills in the field of the basics of object-oriented programming using the following programming languages: C++, Java, C#, Python and Javascript.			[SU1] Assessment of task fulfilment [SU2] Assessment of ability to analyse information			
	[K6_U02] prepares and presents convincingly professional presentations of the results of undertaken activities, with their advanced interpretation		solutions used in the completed tasks			[SU4] Assessment of ability to use methods and tools [SU5] Assessment of ability to present the results of task			
	[K6_W06] classifies the acquired information, assessing its usefulness in solving the formulated problems		The student acquires practical skills by performing sample tasks in several object-oriented programming languages.			[SW3] Assessment of knowledge contained in written work and projects			

Subject contents	1. Software programming paradigms including object oriented approach						
	<ol> <li>Encapsulation, inheritance, abstraction and polymorphism in C++ language</li> <li>Specific features of C++ object-orientation</li> <li>Java language and its comparison to C++ language</li> <li>C# language as succesor of C++ and Java languages</li> <li>Python as a scripting object oriented languge</li> </ol>						
Prerequisites and co-requisites	Knowledge on non-object oriented language i.e. C language.						
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade				
and criteria	lecture	60.0%	34.0%				
	project	60.0%	33.0%				
	laboratory	60.0%	33.0%				
Recommended reading	Basic literature	Bjarne Strastroup - The C++ programming language Bruce Eckel - Thinking in Java					
		Andy Harris - Macrosoft C# for abs	solute beginner				
		Mark Lutz - Programming Python					
	Supplementary literature	John Hunt - Smalltalk and Object Orientation					
	eResources addresses	Adresy na platformie eNauczanie:					
Example issues/ example questions/ tasks being completed	Sample question: What are the trends of C++ evolution?						
	Sample task: implementation of simple object oriented software module using object oriented paradigms in different languages						
Work placement	Not applicable						

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