



Subject card

Subject name and code	, PG_00067895						
Field of study	Platformy programistyczne						
Date of commencement of studies	February 2025		Academic year of realisation of subject		2025/2026		
Education level	second-cycle studies		Subject group		Specialty 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	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		4.0		
Learning profile	general academic profile		Assessment form		exam		
Conducting unit	Institute of Physics and Applied Computer Science -> Faculty of Applied Physics and Mathematics -> Wydziały Politechniki Gdańskiej						
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Bartosz Reichel				
	Teachers		dr inż. Bartosz Reichel				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	30.0	0.0	0.0	45
	E-learning hours included: 0.0						
	eNauczanie source address: https://enauczanie.pg.edu.pl/2025/course/view.php?id=1937						
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	Familiarizing students with programming platforms (such as .NET, Blazor, Unity, Juice, React, Zephyr, Android Java, ...) showing the advantages, disadvantages and problems in using such solutions.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[K7_U02] has enhanced knowledge of programming languages and can use software packages		Evaluation of the completed task.		[SU1] Ocena realizacji zadania		
	[K7_W04] has enhanced knowledge of mathematical, numerical and simulation methods applied in the description and modelling of physical phenomena		Implementation of individual algorithms.		[SW3] Ocena wiedzy zawartej w opracowaniu tekstowym i projektowym		
	[K7_K01] knows limitations of own knowledge, understands the need to learn and improve professional and personal competencies		A prepared action plan on how to use the platform and whether it will meet the requirements set for it in the project (analysis)		[SK3] Ocena umiejętności organizacji pracy		

Subject contents	Course content – lecture Zadanie polegające na: 1) Wybraniu tematu realizowanego przedsięwzięcia 2) Wybór platform, ocena możliwości realizacji 3) Wybór ostatecznie platformy, bardziej szczegółowy test możliwości 4) Implementacja rozwiązania		
	Course content – laboratory The task involves: 1) Selecting the topic of the project 2) Selecting platforms, assessing feasibility 3) Final platform selection, more detailed feasibility testing 4) Implementing the solution		
Prerequisites and co-requisites	none		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Lab	50.0%	100.0%
Recommended reading	Basic literature	1. Advanced ASP.NET Core 8 Security : Move Beyond ASP.NET Documentation and Learn Real Security, Scott Norberg, 2024 2. Core Java: Fundamentals, Volume 1 ,2020,Cay Horstmann 3. The Road to React: Your journey to master plain yet pragmatic React., Robin Wieruch	
	Supplementary literature	Docker in Action, Second Edition,2019, Jeff Nickoloff , Stephen Kuenzli Kubernetes in Action, Second Edition, 2025, Marko Luksa , Kevin Conner	
	eResources addresses		
Example issues/ example questions/ tasks being completed	Implement a video streaming app on your chosen platform		
Practical activities within the subject	Not applicable		

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