

。 GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Programming of Electronic Systems, PG_00048673							
Field of study	Electronics and Telecommunications							
Date of commencement of studies	February 2026		Academic year of realisation of subject		2025/2026			
Education level	second-cycle studies		Subject group		Optional 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	1		ECTS credits		2.0			
Learning profile	general academic profile		Assessmer	Assessment form		assessment		
Conducting unit	Department Of Metrology And Optoelectronics -> Faculty Of Electronics Telecommunications And Informatics -> Wydziały Politechniki Gdańskiej							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Michał Kowalewski					
	Teachers		dr inż. Michał Kowalewski					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	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	arning activity Participation in didaction classes included in stuppan		Participation in consultation hours		Self-study		SUM
	Number of study hours	30		4.0		16.0		50
Subject objectives	Programming of measurement equipment, control of PC interfaces, learning methods of increasing software efficiency (Win32 API, DLL, ODBC), multithread applications design.							

Learning outcomes	Course outcome	Subject outcome	Method of verification			
	[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	Uses object-oriented programming techniques and MFC library in MS Visual C++ applications. Optimizes applications using preprocessor directives, namespaces, multibit variables, and handling exceptions. Proves skills of low-level programming for Windows with Win32 API. Constructs and uses Dynamic Link Libraries in Windows applications. Programs RS232, USB and GPIB interfaces and controls measurement equipment with use of SCPI language. Integrates applications with database infrastructure with use of ODBC. Realizes multithread applications, by managing threads execution and organizing access to shared resources with use of	[SU2] Assessment of ability to analyse information [SU3] Assessment of ability to use knowledge gained from the subject [SU4] Assessment of ability to use methods and tools			
	[K7_W04] knows and understands, to an increased extent, the principles, methods and techniques of programming and the principles of computer software development or programming devices or controllers using microprocessors or other elements or programmable devices specific to the field of study, and organization of work of systems using computers or such devices	synchronization objects. Uses object-oriented programming techniques and MFC library in MS Visual C++ applications. Optimizes applications using preprocessor directives, namespaces, multibit variables, and handling exceptions. Proves skills of low-level programming for Windows with Win32 API. Constructs and uses Dynamic Link Libraries in Windows applications. Programs RS232, USB and GPIB interfaces and controls measurement equipment with use of SCPI language. Integrates applications with database infrastructure with use of ODBC. Realizes multithread applications, by managing threads execution and organizing access to shared resources with use of synchronization objects.	[SW2] Assessment of knowledge contained in presentation [SW3] Assessment of knowledge contained in written work and projects			
Subject contents	 Introduction: course outline, course grading Programming for Windows with Win32 API Methods of increasing software efficiency Object-oriented programming Programming in C# Specification, design and usage of Dynamic Link Libraries Programming of communication interfaces Integration of PC-based electronic system with ODBC Methodology of multithread applications design Graphical programming with OpenGL Programming of measurement instrumentation in Linux Programming for Android 					
Prerequisites and co-requisites	Basic programming in C.					
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade			
	Test	50.0%	60.0%			
	Laboratory exercises	50.0%	30.0%			
	Active participation in the lecture	50.0%	10.0%			

Recommended reading	Basic literature	Lippman Stanley B., Podstawy języka C++. Wydawnictwo Naukowo- Techniczne, Warszawa, 1994.			
		Chapman Davis, Visual C++ dla każdego. Wydawnictwo Helion, Gliwice, 1999.			
		Wiliams Al,MFC Czarna księga. Wydawnictwo Helion, Gliwice, 1999.			
		Daniluk Andrzej, RS 232C Praktyczne programowanie. Wydawnictwo Helion, Gliwice, 2001.			
		Mielczarek Wojciech, USB. Uniwersalny interfejs szeregowy. Wydawnictwo Helion, Gliwice, 2005.			
	Supplementary literature	Winiecki Wiesław, Stanik Sławomir, Nowak Jacek, Graficzne zintegrowane środowiska programowe do projektowania komputerowych systemów pomiarowo-kontrolnych. Wydawnictwo MIKOM, Warszawa, 2001.			
		Mielczarek Wojciech, Komputerowe systemy pomiarowe. Standardy IEEE-488.2 i SCPI. Wydawnictwo Politechniki Śląskiej, Gliwice, 2004.			
		Wilams Mickey, Bennett David, Visual C++6 Programowanie dla Internetu i ActiveX., Wydawnictwo Helion, Gliwice, 2001.			
		Świsulski Dariusz, Komputerowa technika pomiarowa. Oprogramowanie wirtualnych przyrządów pomiarowych w LabView. Agenda Wydawnicza PAK-u, Warszawa, 2005.			
		Winiecki Wiesław, Organizacja Komputerowych Systemów Pomiarowych. Oficyna Wydawnicza Politechniki Warszawskiej, Warszawa, 1997.			
	eResources addresses	Adresy na platformie eNauczanie:			
Example issues/ example questions/ tasks being completed	 Describe methods of sending and retrieving messages to/from message queue in a Win32 API application? What is the task of a preprocessor and when it is executed? What are the differences between conditional instructions and conditional directives? What is a namespace, how to define it and get access to its members? Give an example. Describe 3 methods of controlling multibit variables. Describe two types of libraries (*.LIB): static, import. What are the differences between implicit and explicit linking when using DLLs? Describe methods of controlling shared resources with use of: critical sections, mutual exclusions and semaphores. 				
Work placement	Not applicable				

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