GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Practice of Programming, PG_00058907		
Field of study	Informatics		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2026/2027
Education level	first-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	1	Language of instruction	Polish
Semester of study	1	ECTS credits	5.0
Learning profile	general academic profile	Assessment form	exam
Conducting unit	Faculty of Electronics Telecommunications and Informatics -> Faculties of Gdańsk University of Technology		
Name and surname of lecturer (lecturers)	Subject supervisor	dr Marcin Jurkiewicz	
	Teachers	dr Marcin Jurkiewicz	

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	15.0	0.0	0.0	15.0	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	10.0	85.0	125

Subject objectives

The aim of the course is to learn students programming and implementation of programs in the Linux/Visual Studio environment. Students should master C/C++ instructions, data resources, operators and functions. Students should acquire knowledge about structures, functions and other basic concepts related to programming in C / C ++.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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	A student is able to use the given knowledge (from the lecture), basic techniques of the C / C++ language and a software in Linux / Visual Studio to compile the program.	[SU1] Assessment of task fulfilment [SU4] Assessment of ability to use methods and tools

Subject contents

Course content – lecture
Program of the course include the basic construction of C/C++ language and structural programming.

Prerequisites and co-requisites

1. Mathematical knowledge in the way of middle school.

2. Notion of vector and matrix.

3. Student should be able to programming in the way of beginner.

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
Exam	50.0%	50.0%
Project:. Evaluation of correctness operation, algorithms, structures, run time and interface, universality.	50.0%	50.0%

Recommended reading

Basic literature	1. B. Kerninghan, D. Ritchie, Język ANSI C
Supplementary literature	1. K. Reek, Język C Wskaźniki 2. J. Grębosz, Symfonia C
eResources addresses	

Example issues/ example questions/ tasks being completed	
Practical activites within the subject	Not applicable

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