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	Social competenci	es:				
				of engineering activities includin		
Assessment methods of study outcomes						

Checking practical skills and object-oriented procedural programmin and homework and group project	g in C and C++, evaluation of th	ne test, working on classes		
Course descr	iption			
Laboratory : Programming in C and C ++, handling and formatting in organizing the program code by using the function . The use of table) . Create and design of simple objects , the use of inheritance and programming libraries (OpenGL , STL , windows sokets)	es, indices and dynamic data st	ructures (lists one and two		
Basic bibliography:				
1. Bruce Eckel, Thinking in C++, Volume 2: Practical Programming				
2. Bjarne Stroustrup, Programming: Principles and Practice Using C++ (2nd Edition)				
3. Irv Englander, The Architecture of Computer Hardware, Systems Software, and Networking: An Information Technology Approach				
Additional bibliography:				
Result of average stud	lent's workload			
Activity		Time (working hours)		
1. Laboratories		30		
2. Preparation for the exercise and performance reports	60			
Student's wo	rkload			
Source of workload	hours	ECTS		
Total workload	190	8		
Contact hours	95	4		
Practical activities	95	4		