

<b>STUDY MODULE DESCRIPTION FORM</b>		
Name of the module/subject <b>Computer Network</b>		Code <b>1010401131010330543</b>
Field of study <b>EDUCATION IN TECHNOLOGY AND</b>	Profile of study (general academic, practical) <b>general academic</b>	Year /Semester <b>2 / 3</b>
Elective path/specialty <b>-</b>	Subject offered in: <b>Polish</b>	Course (compulsory, elective) <b>obligatory</b>
Cycle of study: <b>First-cycle studies</b>	Form of study (full-time, part-time) <b>full-time</b>	
No. of hours Lecture: <b>2</b> Classes: <b>-</b> Laboratory: <b>1</b> Project/seminars: <b>-</b>		No. of credits <b>4</b>
Status of the course in the study program (Basic, major, other) <b>other</b>		(university-wide, from another field) <b>university-wide</b>
Education areas and fields of science and art		ECTS distribution (number and %)
<b>Responsible for subject / lecturer:</b>		
dr inż. Andrzej Sikorski email: andrzej.sikorski tel. 6653958 Faculty of Electrical Engineering ul. Piotrowo 3A 60-965 Poznań		
<b>Prerequisites in terms of knowledge, skills and social competencies:</b>		
1	<b>Knowledge</b>	Electromagnetic waves properties, physical signalling Computer Science basics, including operating systems Basic knowledge of electronics
2	<b>Skills</b>	programming skills in any language (e.g. C,C#, java or Pascal) proficiency in basic engineer computation basics of algorithms and data structures
3	<b>Social competencies</b>	ability of knowledge acquisition team work data privacy awareness
<b>Assumptions and objectives of the course:</b>		
Knowledge and skills: -architecture of computer networks (ISO-OSI model) -properties of various transmission media types -network programming in C++/C# both socket and component based -internet application programming on HTTP protocol level, including HTML generation Network management tools *properties and configuration of various network devices		
<b>Study outcomes and reference to the educational results for a field of study</b>		
<b>Knowledge:</b>		
1. ISO OSI reference model - [K_W15] 2. UNIX operating system - [K_W14] 3. C#/C++ programming languages and network interfaces - [K_W14] 4. TCP/IP concepts - [K_W15]		
<b>Skills:</b>		
1. TCP/IP networks administration - [K_U17] 2. virtual machine configuration and setup - [K_U17] 3. network application programming and deployment - [K_U11]		
<b>Social competencies:</b>		

<b>Assessment methods of study outcomes</b>		
examination laboratory reports programming project tests and colloquium		
<b>Course description</b>		
The main emphasis of the course is on practical skills. The course includes knowledge of basic properties, theory, and technology of computer networks. The description of ISO -OSI reference model layers is given, including physical, link, network, transport and application layer. This model is presented in the TCP/IP and Internet context. The presentation concentrates on the practical impact of the model on the system and application software. The focus is on practical programming and network management/configuration.  The practical skills include: -host and guest configuration on VM manager (VPC or Virtual Box) -network interfaces configuration -network application programming (socket, TCP/IP level) -internet application programming (HTTP, CSS3, HTML5)		
<b>Basic bibliography:</b>		
<b>Additional bibliography:</b>		
<b>Result of average student's workload</b>		
<b>Activity</b>	<b>Time (working hours)</b>	
1. Lecture	30	
2. Laboratory	15	
3. Textbook study	15	
4. Knowledge acquisition from various sources including internet	15	
5. Programming and software development	10	
6. VM and network configuration	5	
<b>Student's workload</b>		
<b>Source of workload</b>	<b>hours</b>	<b>ECTS</b>
Total workload	90	4
Contact hours	45	2
Practical activities	30	2