POZNAN UNIVERSITY OF TECHNOLOGY



EUROPEAN CREDIT TRANSFER AND ACCUMULATION SYSTEM (ECTS)

pl. M. Skłodowskiej-Curie 5, 60-965 Poznań

COURSE DESCRIPTION CARD - SYLLABUS

Course name

Programming in C++

Course

Field of study Year/Semester

Electronics and Telecommunications 2/3

Area of study (specialization) Profile of study

Level of study general academic

Course offered in

First-cycle studies English

Form of study Requirements full-time compulsory

Number of hours

Lecture Laboratory classes Other (e.g. online)

30

Tutorials Projects/seminars

Number of credit points

5

Lecturers

Responsible for the course/lecturer: Responsible for the course/lecturer:

dr inż. Maciej Sobieraj dr hab. inż. Mariusz Głąbowski

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tel. +48 616653909 tel. +48 616653904

Prerequisites

Student has a basic knowledge about programming in C. Is able to retrieve and interpret information from books and Internet. Student understands a necessity to acquire a new knowledge and skills stemming from a chosen field of studies.

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Course objective

The aim of the subject is to deliver to a student a systematic knowledge and skills related to solving computational problems in C++ programming language.

Course-related learning outcomes

Knowledge

- 1. Has a systematic knowledge from the area of computing science; knows the syntax of C++.
- 2. Has a systematic knowledge of solving various computational problems using C++ programming language.

Skills

- 1. Is able to write software for computational algorithms, using C++ programming languages.
- 2. Uses high level programming languages: C++.
- 3. Is able to write and run programs to solve various problems in telecommunication.

Social competences

- 1. Is aware of the limitations of his/her current knowledge and skills; is committed to further self-study.
- 2. Demonstrates responsibility and professionalism in solving technical problems. Is able to participate in collaborative projects.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Knowledge acquired as part of the lecture is verified by an oral and / or written test.

Test issues, on the basis of which questions are prepared, are sent to students by e-mail using the university e-mail system.

The written and / or oral test consists of from 3 to 5 questions for which a descriptive answer is expected. Each answer to a question (oral test) is rated on a scale of 0 to 5 points. Each question is scored equally. The written test consists of from 10 to 15 multiple choice questions. For the correct answer (written test) student can get 1 point. Passing threshold: 50% of points.

In the case of the oral test, students draw questions from a set of 30 questions. In the case of a written test, questions are selected by the teacher.

Skills acquired as part of the laboratory are verified on an ongoing basis. At the end of each laboratory class, the correctness of program implementation is assessed on a scale of 2 to 5. The final grade is the average of grades obtained from individual laboratory classes.

Programme content

As part of the lecture the following issues will be discussed:

- structure of C++ program;

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- pointers;
- classes and objects;
- operator overloading;
- inheritance;
- polymorphism;
- file processing;
- standard library containers, interators and algorithms;
- exceptions;
- class templates;
- bitwise operators;

The following exercises will be carried out as part of the laboratory classes:

- Implementation of simple C++ program;
- Implementation of C++ program using pointers;
- Implementation of C++ program using classes;
- Implementation of C++ program with overloaded operators;
- Implementation of C++ program using classes with inheritance and polimorphism;
- Implementation of exceptions in C++ program;

Teaching methods

Informative lecture: multimedia presentation, illustrated with examples on the board.

Laboratory classes: practical exercises on computer with installed C compiler.

Bibliography

Basic

1. Paul Deitel, Harvey Deitel, C++ How to Program, Prentice Hall; 9 edition (February 22, 2013).

Additional

2. D.E. Knuth, The art of computer programming, Addison-Wesley Publishing Company, Reading, MA, 1968, 1973.





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Breakdown of average student's workload

	Hours	ECTS
Total workload	125	5,0
Classes requiring direct contact with the teacher	75	3,0
Student's own work (literature studies, preparation for	50	2,0
laboratory classes/tutorials, preparation for tests/exam, project		
preparation) ¹		

4

¹ delete or add other activities as appropriate