



## COURSE DESCRIPTION CARD - SYLLABUS

Course name

Computer Programming 1

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### Course

Field of study

Engineering Management

Area of study (specialization)

Level of study

First-cycle studies

Form of study

part-time

Year/Semester

1/2

Profile of study

general academic

Course offered in

Polish

Requirements

compulsory

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### Number of hours

Lecture

10

Tutorials

Laboratory classes

12

Projects/seminars

Other (e.g. online)

### Number of credit points

3

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### Lecturers

Responsible for the course/lecturer:

Ph.D., Eng. Zbigniew Włodarczak,

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Responsible for the course/lecturer:

Ph.D., Eng. Michał Trziszka,

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### Prerequisites

Basic knowledge of any programming language.

### Course objective

Strengthening basic programming skills based on the C # language.

### Course-related learning outcomes

Knowledge



Knows the methods and tools of data staff, their repair and the availability of information in the context of programming [P6S\_W]

Has a life about the life cycle of products [P6S\_WG\_1]

Known basic methods, techniques, tools and technical materials, solving technical problems with technical techniques in the field of machine operation and exploitation [P6S\_WG\_16]

#### Skills

Can plan and carry out programming experiments, including measurements and computer simulations, interpret the obtained results and draw conclusions [P6S\_UW\_09]

Can be responsible for his own work and jointly performed tasks, and is ready to submit to the rules of working in a programming team [P6S\_UO\_01]

#### Social competences

is able to see cause-and-effect relationships in the achievement of goals and rank the importance of alternative or competitive tasks (P65\_KK\_02)

#### Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

The lecture grade is based on the percentage of the colloquium. Questions and tasks checking understanding of the issues. Passing threshold - 50%.

The grade from the laboratory is given as an average of the grades of individual tasks performed during classes. The assessment takes into account the correctness and completeness of the results obtained.

#### Programme content

Object-oriented programming language, object properties, event handling procedures, use and creation of functions, control instructions and use of declarations, operators and selected data types.

#### Teaching methods

Lectures: informative lecture, problem lecture, seminar lecture, case method.

Laboratories: laboratory (experiment) method, workshop method.

#### Bibliography

##### Basic

Michaelis M., C# 7.0. Kompletny przewodnik dla praktyków. Wydanie VI, Helion 2019

Lis M., C#. Praktyczny kurs. Wydanie III, Helion 2016

##### Additional

Jamro M., Struktury danych i algorytmy w języku C#. Projektowanie efektywnych aplikacji, Helion 2019



### Breakdown of average student's workload

	Hours	ECTS
Total workload	75	3,0
Classes requiring direct contact with the teacher	22	1,0
Student's own work (literature studies, preparation for laboratory classes, preparation for tests) <sup>1</sup>	53	2,0

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<sup>1</sup> delete or add other activities as appropriate