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
Computer Programming 1

Course

Field of study	Year/Semester
Engineering Management	1/2
Area of study (specialization)	Profile of study
	general academic
Level of study	Course offered in
First-cycle studies	Polish
Form of study	Requirements
full-time	compulsory

Number of hours

Lecture	Laboratory classes	Other (e.g. online)
15	30	
Tutorials	Projects/seminars	

Number of credit points

3

Lecturers

Responsible for the course/lecturer:
 Ph.D., Eng. Zbigniew WłodarczaK,
Mail to: zbigniew.wlodarczak@put.poznan.pl
Phone 61 665 33 87
Faculty of Engineering Management
ul. J. Rychlewskiego 2, 60-965 Poznań

Responsible for the course/lecturer:
 Ph.D., Eng. Michał Trziszka,
Mail to: michal.trziszka@put.poznan.pl
Faculty of Engineering Management
ul. J. Rychlewskiego 2, 60-965 Poznań

Prerequisites
Basic knowledge of any programming language.

Course objective
Strengthening basic programming skills based on the C # language.

Course-related learning outcomes
Knowledge

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The student describes object-oriented programming language, its properties, and applications [P6S_WG_08].

The student defines event handling procedures in the context of programming [P6S_WG_08].

The student names functions, control statements, operators, and selected data types used in programming [P6S_WG_08].

Skills

The student plans and conducts experiments, including measurements and computer simulations, to test programs [P6S_UW_09].

The student performs interpretation of experiment results and draws conclusions from the conducted measurements and computer simulations [P6S_UW_09].

The student prepares and creates functions and control instructions in programs [P6S_UO_01].

The student utilizes declarations, operators, and selected data types in programs [P6S_UW_09, P6S_UO_01].

Social competences

The student recognizes cause-and-effect relationships in achieving programming goals and prioritizes the importance of alternative tasks in the process of program creation [P6S_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

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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	45	2,0
Student's own work (literature studies, preparation for laboratory classes, preparation for tests) [1]	30	1,0

1 delete or add other activities as appropriate