

# Programming Project 1

---

Course description

## Basic information

Field of study : Analytical Computer Science

Path : -

Organizational unit : Faculty of Mathematics and Computer Science

Level of education : first-cycle studies

Form of studies : full-time studies

Study profile : general academic

Mandatory status : mandatory

Education cycle : 2022/23

Course code : UJ.WMIIANS.1100.03359.22

Languages of instruction : Polish

Disciplines : Computer Science

ISCED classification : 0613 Software and applications development and analysis

USOS code

Course coordinator

Bartłomiej Bosek

Course instructor

Bartłomiej Bosek

---

	Form of verification of learning outcomes	
Period Semester 5	graded credit	Number of ECTS credits 3.0
	Form of teaching and hours	
	laboratory classes: 30	

## Educational goals for the course

---

C1 During the course, the student will actively participate in a large programming project.

## Learning outcomes for the course

Code	Effects in the area of	Major learning outcomes	Verification methods
Knowledge – The student knows and understands:			
W1	after completing the course, the student knows and understands theoretical and practical issues related to large programming projects.	IAN_K1_W03, IAN_K1_W15	project, presentation
Skills – The student can:			
U1	after completing the course, the student can actively participate in a large programming project.	IAN_K1_U03, IAN_K1_U04, IAN_K1_U11, IAN_K1_U17, IAN_K1_U18, IAN_K1_U20, IAN_K1_U21, IAN_K1_U22, IAN_K1_U24, IAN_K1_U26	project, presentation
Social competences – The student is ready to:			
K1	after completing the course, the student is ready to discuss social aspects related to large programming projects.	IAN_K1_K01, IAN_K1_K02, IAN_K1_K03, IAN_K1_K04	project, presentation

## ECTS credits balance

Student activity form	Average number of hours* dedicated to completed activity types	
laboratory classes	30	
project preparation	60	
Total student workload	Number of hours 90	ECTS credits 3.0

\* hour (lesson) means 45 minutes

## Course content

No.	Course content	Learning outcomes for the course
1.	During the course, the student: - will become familiar with selected large programming projects - will learn the principles of contributing to such projects - will actively participate in the development of one of the projects	W1, U1, K1

## Extended information

Teaching methods:

project method, discussion, consultations

Type of classes	Forms of credit	Course credit requirements
laboratory classes	project, presentation	The student receives a final grade based on points awarded for active participation in classes, active participation in the project, and systematically submitted reports.

## Literature

### Required

1. not applicable