

<b>STUDY MODULE DESCRIPTION FORM</b>		
Name of the module/subject <b>An Introduction to Computing</b>		Code <b>1010804111010820031</b>
Field of study <b>Electronics and Telecommunications</b>	Profile of study (general academic, practical) <b>general academic</b>	Year /Semester <b>1 / 1</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>part-time</b>	
No. of hours Lecture: <b>25</b> Classes: <b>-</b> Laboratory: <b>20</b> Project/seminars: <b>-</b>		No. of credits <b>6</b>
Status of the course in the study program (Basic, major, other) <b>major</b>		(university-wide, from another field) <b>university-wide</b>
Education areas and fields of science and art <b>technical sciences</b> <b>Technical sciences</b>		ECTS distribution (number and %) <b>6 100%</b> <b>6 100%</b>
<b>Responsible for subject / lecturer:</b>  dr hab. inż. Mariusz Głabowski, prof. nadzw. email: mariusz.glabowski@put.poznan.pl tel. +48 61 665 3904 Wydział Elektroniki i Telekomunikacji ul. Piotrowo 3A 60-965 Poznań		
<b>Prerequisites in terms of knowledge, skills and social competencies:</b>		
1	<b>Knowledge</b>	Basic knowledge of mathematics K1_W01
2	<b>Skills</b>	Is able to retrieve and interpret information from books and Internet K1_U01
3	<b>Social competencies</b>	Student understands a necessity to acquire a new knowledge and skills stemming from a chosen field of studies. K1_K01
<b>Assumptions and objectives of the course:</b> The aim of the subject is to deliver to a student a basic knowledge of algorithms, data structure, computational complexity, and principles of object programming in C++.		
<b>Study outcomes and reference to the educational results for a field of study</b>		
<b>Knowledge:</b> 1. Knows the principles of construction of computer programs ; has knowledge from the area of computing science; knows the syntax of C, C++, - [K1_W09] 2. Has a basic knowledge of algorithms (sorting, greedy algorithms, searching, graph algorithms) and data structures (tables, binary trees, graphs) - [[K1_W09]]		
<b>Skills:</b> 1. Is able to write software for basic computational algorithms, using C/C++ programming languages - [K1_U13] 2. Uses high level programming languages: C, C++ - [K1_U13] 3. Is able to write and run programs to solve selected problems in telecommunication - [K1_U13]		
<b>Social competencies:</b> 1. Is aware of the limitations of his/her current knowledge and skills; is committed to further self-study. - [K1_K01] 2. Demonstrates responsibility and professionalism in solving technical problems. Is able to participate in collaborative projects. - [K1_K02]		
<b>Assessment methods of study outcomes</b>		

<p>Forming assessment:                  Lectures: Written exam; exam is passed when student receives at least 50% points. Exam can be taken after the completion of laboratories.</p> <p>Laboratories:                  - evaluation and assessment of knowledge increment that need to be effective in solving problems covering all tasks within a given subject area;                  - continuous assessment during daily classroom practice - rewarding knowledge increment in skills in management of using rules and methods learnt in class.</p>		
<b>Course description</b>		
<ul style="list-style-type: none"> <li>- computers? architecture</li> <li>- complexity</li> <li>- greedy algorithms</li> <li>- recursion</li> <li>- structure of C programs</li> <li>- basic data structures</li> <li>- operators and expressions</li> <li>- control statements, recursion vs. iteration</li> <li>- arrays</li> <li>- functions</li> <li>- functions with multiple parameters</li> <li>- function templates</li> <li>- sorting and searching algorithms</li> <li>- pointers and dynamic memory allocation</li> <li>- structure of C++ program</li> <li>- classes and objects</li> <li>- Inheritance</li> <li>- Polymorphism</li> <li>- class templates</li> <li>- object oriented programming</li> </ul>		
<p><b>Basic bibliography:</b></p> <ol style="list-style-type: none"> <li>1. D.E. Knuth, The art of computer programming, Addison-Wesley Publishing Company, Reading, MA, 1968, 1973.</li> <li>2. T.H. Cormen, C.E. Leiserson, R.L. Rivest, C. Stein, Introduction to Algorithms, The MIT Press; third edition edition (July 31, 2009)</li> <li>3. Paul Deitel, Harvey Deitel, C++ How to Program, Prentice Hall; 9 edition (February 22, 2013)</li> </ol>		
<p><b>Additional bibliography:</b></p> <ol style="list-style-type: none"> <li>1. N. Wirth, Algorytmy + struktury danych = programy, WNT, Warszawa, 1980</li> </ol>		
<b>Result of average student's workload</b>		
<b>Activity</b>	<b>Time (working hours)</b>	
1. Lectures	45	
2. Laboratories	40	
3. Preparation for lectures	40	
4. Preparation for laboratories	50	
5. Exam	4	
6. Discussion of exam outcomes	4	
<b>Student's workload</b>		
<b>Source of workload</b>	<b>hours</b>	<b>ECTS</b>
Total workload	160	6
Contact hours	50	2
Practical activities	100	4