

<b>STUDY MODULE DESCRIPTION FORM</b>		
Name of the module/subject <b>Object-oriented programming and databases</b>		Code <b>1010325321010322646</b>
Field of study <b>Electrical Engineering</b>	Profile of study (general academic, practical) <b>(brak)</b>	Year /Semester <b>1 / 2</b>
Elective path/specialty <b>-</b>	Subject offered in: <b>Polish</b>	Course (compulsory, elective) <b>obligatory</b>
Cycle of study: <b>Second-cycle studies</b>	Form of study (full-time, part-time) <b>part-time</b>	
No. of hours Lecture: <b>10</b> Classes: <b>-</b> Laboratory: <b>10</b> Project/seminars: <b>-</b>		No. of credits <b>2</b>
Status of the course in the study program (Basic, major, other) <b>(brak)</b>		(university-wide, from another field) <b>(brak)</b>
Education areas and fields of science and art <b>technical sciences</b> <b>Technical sciences</b>		ECTS distribution (number and %) <b>2 100%</b> <b>2 100%</b>
<b>Responsible for subject / lecturer:</b>  dr inż. Leszek Kasprzyk email: Leszek.Kasprzyk@put.poznan.pl tel. 616652659 Faculty of Electrical Engineering ul. Piotrowo 3A 60-965 Poznań		
<b>Prerequisites in terms of knowledge, skills and social competencies:</b>		
1	<b>Knowledge</b>	Basic knowledge of high-level programming.
2	<b>Skills</b>	Skills in the basics of architecture and software systems.
3	<b>Social competencies</b>	Awareness of the need to expand their competences.
<b>Assumptions and objectives of the course:</b> Knowledge of both theoretical and practical aspects of object-oriented programming, skills in object-oriented application development environment. NET Visual C # applications and links to databases.		
<b>Study outcomes and reference to the educational results for a field of study</b>		
<b>Knowledge:</b>		
1. knows the rules of high-level programming - [K_W07++]		
2. has knowledge of object-oriented programming useful when creating technical applications - [K_W07++]		
<b>Skills:</b>		
1. can be used a tool for programming using object-oriented programming elements - [KU01+]		
<b>Social competencies:</b>		
1. can think and act in a creative way - [K_K01+]		
<b>Assessment methods of study outcomes</b>		

<p>Lecture:          -assessment of knowledge and skills listed on the completion of a written,          -continuous evaluation for each course (rewarding activity).</p> <p>Laboratory:          -end test and favoring knowledge necessary for the accomplishment of problems in the area of laboratory tasks,          -continuous evaluation for each course - rewarding gain skills they met the principles and methods,          -assessment of knowledge and skills related to the implementation of the tasks your practice.</p> <p>Extra points for the activity in the classroom, and in particular for:          -propose to discuss additional aspects of the subject,          -effectiveness of the application of the knowledge gained during solving the given problem,          -ability to work within a team practice performing the task detailed in the laboratory,          -subsequent to the improvement of teaching materials,          -developed aesthetic-care tasks.</p>		
<b>Course description</b>		
<p>Basic issues of object-oriented programming, Visual Studio C # Express Edition, the issue of representation of physical reality in data structures, declarations of object types, static and dynamic object-oriented variables, fields, methods, constructors and destructors, encapsulation, inheritance, polymorphism, abstraction, etc. Create controls, overloaded operators, artwork, prints. Basic components database.</p> <p>Forms of conducting classes:          Lectures - multimedia presentations (including drawings, photographs, animations) supplemented by examples given on the whiteboard, taking into account various aspects of the presented issues, including: economic, ecological, legal and social; presentation of a new topic preceded by reminder of related content known to students from other items.          Laboratory - individual work at the computer</p>		
<p><b>Basic bibliography:</b></p> <ol style="list-style-type: none"> <li>1. John Sharp: Microsoft Visual C# 2015 : krok po kroku, APN Promise, 2016</li> <li>2. Boduch A.: Wstęp do programowania w języku C#, Wydawnictwo Helion, Gliwice 2006</li> <li>3. Farbaniec Dawid: Visual Studio 2013 : tworzenie aplikacji desktopowych, mobilnych i internetowych, Helion, Warszawa 2015</li> <li>4. Vieira R.: SQL Server 2005. Programowanie od podstaw, Wydawnictwo Helion, Gliwice 2007.</li> </ol>		
<p><b>Additional bibliography:</b></p> <ol style="list-style-type: none"> <li>1. Perry S. C.: C# i .NET, Wydawnictwo Helion, Gliwice 2006.</li> <li>2. Elmasri R., Navathe S. B.: Wprowadzenie do systemów baz danych, Wydawnictwo Helion, Gliwice 2005</li> </ol>		
<b>Result of average student's workload</b>		
<b>Activity</b>	<b>Time (working hours)</b>	
1. lectures	15	
2. laboratories	15	
3. participate in the consultations on the lecture	8	
4. participate in the consultations on the laboratories	6	
5. preparation for laboratory	8	
6. homeworks preparation	8	
7. prepare for a evaluation	10	
<b>Student's workload</b>		
<b>Source of workload</b>	<b>hours</b>	<b>ECTS</b>
Total workload	70	2
Contact hours	44	1
Practical activities	37	1