STUDY MODULE DE	SCRIPTION FORM		
Name of the module/subject		Code 1010341711010349410	
Field of study	Profile of study (general academic, practical)	Year /Semester	
Mathematics in Technology	general academic	1/1	
Elective path/specialty -	Subject offered in: Polish	Course (compulsory, elective) obligatory	
Cycle of study:	Form of study (full-time,part-time)		
First-cycle studies	full-time		
(Polish Qualifications Framework level six)			
No. of hours		No. of credits	
Lecture: <b>30</b> Classes: - Laboratory: <b>30</b>	Project/seminars:	- 4	
Status of the course in the study program (Basic, major, other)	(university-wide, from another fi	eld)	
	Unive	iversity-wide	
Education areas and fields of science and art		ECTS distribution (number and %)	
Technical science		4 100%	
Technical science		4 100%	
Responsible for subject / lecturer:			
dr inż. Karol Gajda			
email: karol.gajda@put.poznan.pl			

# Prerequisites in terms of knowledge, skills and social competencies:

1	Knowledge	Basic knowledge with range of secondary school. (PQF 4)	
2	Skills	Computer skills. The ability to effectively self-education in a field related to the chosen field of study. (PQF 4)	
3	Social competencies	Knowledge of the limits of their knowledge and understanding of the need for further education. (PQF 4)	

## Assumptions and objectives of the course:

Presentation of programming techniques and data structures used in small and medium scale programming.

## Study outcomes and reference to the educational results for a field of study

# Knowledge:

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- 1. has expanded and in-depth knowledge of various branches of higher mathematics and detailed knowledge of the applications of mathematical methods and tools in technical sciences [K\_W01 (P6S\_WG)]
- 2. has the ordered and theoretically founded knowledge of computer science, including numerical methods; knows at least one software package or programming language [K\_W06 (P6S\_WG)]

#### Skills:

- 1. can construct an algorithm for solving a simple engineering task and implement it and test it in a chosen programming environment  $[K\_U04 (P6S\_UW)]$
- 2. can operate equipment, tools, etc. in accordance with general requirements and technical documentation; knows how to apply the principles of health and safety at work [K\_U09 (P6S\_UW)]
- 3. can independently plan and implement self-education in order to raise and update their competences [K\_U15 (P6S\_UU)]

#### Social competencies:

- 1. is aware of the level of his knowledge in relation to the conducted research in exact and technical sciences [K\_K01 (P6S\_KK)]
- 2. is aware of deepening and expanding knowledge to solve newly created technical problems [K\_K02 (P6S\_KK)]

## Assessment methods of study outcomes

- evaluation of knowledge acquired in the lecture
- skills assessment related to the implementation of project tasks
- evaluation of student preparation for classes and laboratory evaluation of skills related to the implementation of laboratory exercises
- evaluation of reports
- evaluation of team skills

#### Course description

Date of revision: 31/10/2018

The basic elements of Java language:

- data types,
- variables,
- operators,
- strings,
- input and output,
- controlling the program execution,
- big numbers,
- tables.

Objects and classes.

Inheritance.

Applied education methods

1) lectures

- lecture with multimedia presentation supplemented with examples given on the board,
- a lecture conducted in an interactive manner with formulating questions to a group of students or to specific students indicated,
- students' activity during classes is taken into account when issuing the final mark,
- during the lecture initiating the discussion,
- theory presented in close connection with practice,
- theory presented in connection with the current knowledge of students,
- presenting a new topic preceded by a reminder of related content known to students in other subjects.
- 2) laboratory:
- laboratories supplemented with multimedia presentations (including: drawings, photos, animations, sound, films),
- detailed reviewing of reports by the laboratory chair and discussions on comments,
- using tools that enable students to perform tasks at home (eg open source software),
- demonstrations,
- work in teams,
- computational experiments.

#### Basic bibliography:

1. G. Cornell, C. Horstmann, Core Java.

## Additional bibliography:

- 1. R. Sedgewick, K. Wayne, Introduction to Programming in Java: An Interdisciplinary Approach (2nd Edition)
- 2. B. Eckel, Thinking in Java.

# Result of average student's workload

Activity	Time (working
	hours)

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1. participation in lectures (15x2 hrs.)	30			
2. participation in laboratory classes (15x2 hrs.)	30			
3. participation in the consultations related to the implementation of the education process, in particular laboratory / project	10			
4. completion (within own work) reports on laboratory exercises	5			
5. write a program / programs, commissioning and verification (time outside of the classroom laboratory)	15			
6. preparation for laboratory exercises	15			
7. preparation for tests / test	5			
8. read with the specified literature / teaching materials	5			
Student's workload				

Source of workload	hours	ECTS
Total workload	115	4
Contact hours	70	2
Practical activities	75	3