## 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

Information technology

**Course** 

Field of study Year/Semester

Electrical Engineering 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)

30 15

Tutorials Projects/seminars

### **Number of credit points**

4

#### **Lecturers**

Responsible for the course/lecturer:

Responsible for the course/lecturer:

dr inż. Arkadiusz Dobrzycki

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Faculty of Control, Robotics and Electrical

Engineering

ul. Piotrowo 3A, 60-965 Poznań

## **Prerequisites**

Students starting this course should have basic knowledge of computer science, algorithmization and programming in high-level languages, be familiar with the principles of programming in C ++.

## **Course objective**

Understanding theoretical and practical issues related to the use of selected elements and information systems. Acquiring the ability to develop projects in the area of local computer networks and simple databases (relational model). Introduction to the theoretical and practical aspects of the basics of visual programming in the .NET environment (C # language in engineering issues).

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## **Course-related learning outcomes**

### Knowledge

- 1. has knowledge of the principles of computer components,
- 2. has knowledge of the principles of designing and implementing relational databases (relationship model entity, transformation into a relational database schema, normalization),
- 3. has knowledge of the elements and principles of computer network design,
- 4. has knowledge of the basics of programming in a high level language,
- 5. has knowledge of the use of computers and parallel calculations in engineering practice.

#### Skills

- 1. has the ability to design and build simple database systems,
- 2. has the ability to prepare a simple computer program in a high-level language.

### Social competences

- 1. has the ability to design and build simple database systems,
- 2. has the ability to prepare a simple computer program in a high-level language,

## Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Lecture: - assessment of knowledge and skills demonstrated during the combined exam: test and problem (checking the ability to solve basic IT problems in the field of using computer equipment in the work of an engineer and designing database systems); individual elements evaluated according to the points system with different weights, 50% of the maximum number of points required to pass.

Laboratory classes: awarding practical knowledge acquired during previous and current laboratory exercises, practical checking of programming skills in C ++. Individual elements evaluated according to the points system with different weights, 50% of the maximum number of points required to pass.

#### **Programme content**

Lecture: basics of construction and operation of information media, increasing security and speed of data processing in server solutions (multiprocessor technologies, SATA SAS standard, RAID technology), basics of parallel computer architecture and parallelization of calculations, computer networks (data transmission in local networks, active and passive networks) network equipment, topologies, network technologies, internet (structure, IP addressing, services, access methods), elements of LAN network design (wired, radio and hybrid), databases: modeling - ER diagrams, relational database model (basic concepts, algebra relational, designing relationship structures and their relationships, basics of SQL, MS Access), basics of programming on the .NET platform - MS Visual C # language, elements of object-oriented programming, security issues in computer networks.

Laboratory classes: basics of programming in C++ (syntax, implementation of simple algorithms).

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### **Teaching methods**

Lecture: multimedia presentation (including drawings, photos, animations, sound, movies) supplemented with examples given on the board, lecture conducted in an interactive way with the formulation of questions for a group of students or specific students indicated, during the lecture initiating discussions, taking into account various aspects issues presented, including: economic, ecological, legal, social, etc., presenting a new topic preceded by a reminder of related content known to students in other subjects.

Laboratory classes: demonstrations, independent programming (computational) tasks.

# **Bibliography**

#### Basic

- 1. Garcia-Molina H., Ullmann J.D., WidomJ., Systemy baz danych, Helion 2011.
- 2. Sosinsky B., Sieci komputerowe Biblia, Helion 2011.
- 3. Lis M.: SQL. Ćwiczenia praktyczne, Helion, Gliwice 2011.
- 4. Boduch A.:Wstęp do programowania w języku C#, Helion, Gliwice 2006.

#### Additional

- 1. Elmasri R., Navathe S. B.: Wprowadzenie do systemów baz danych, Helion, Gliwice 2005.
- 2. PerryS. C.: C# i .NET. Core, Helion, Gliwice 2006.
- 3. Dobrzycki A., Kasprzyk L., Skórcz K., Tomczewski A., Optimization of the number and the distribution of high-frequency signal sources in radio networks, Przegląd Elektrotechniczny 2015, R. 91, nr 6, s. 92-95.

#### Breakdown of average student's workload

	Hours	ECTS
Total workload	100	4,0
Classes requiring direct contact with the teacher	50	2,0
Student's own work (literature studies, preparation for laboratory classes, preparation for exam) <sup>1</sup>	50	2,0

3

<sup>&</sup>lt;sup>1</sup> delete or add other activities as appropriate