

Subject card

Subject name and code	Programmer's Workshop, PG_00143521						
Field of study	Informatics						
Date of commencement of studies	October 2025		Academic year of realisation of subject		2025/2026		
Education level	Bachelor's studies		Subject group		Obligatory subject group in the field of study		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		2.0		
Learning profile	academic		Assessment form				
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Łukasz Kuszner				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	30.0	0.0	0.0	30
	E-learning hours included: 0.0						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		0.0		20.0	50
Subject objectives	To train students in the programmer's tools and working environment.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[INFL3_U06] is able to design, create, run and test programs using dedicated tools and adequate templates		The student can create a programming project, build it and run it using selected tools. The student knows the basic commands of the Bash shell. The student is able to create and manage a code repository		[SU2] presentation/project/paper/report [SU5] implementation of a problem task [SU6] demonstration of practical skills		
	[INFL3_U02] can precisely formulate questions to deepen one's understanding of a given topic or find missing elements of reasoning		The student uses the documentation and learns on his own about the required functions, commands and their parameters		[SU5] implementation of a problem task [SU8] observation of student's independent or team work		
	[INFL3_W04] has structured knowledge in the field of software engineering, software specifications, validation and verification, and tools supporting the software development process		The student distinguishes: code editor, preprocessor, compiler, linker and debugger; can run each of these tools from the command line and use them in an integrated environment (IDE). The student is able to use a version control system. The student knows the basics of the LaTeX text typesetting system and creates documents in it.		[SW4] test/exam - oral or written [SW5] implementation of a problem task		

Subject contents	1. Introduction Linux 2. Code editor and IDE 3. Introduction to the compiler and selected building system (e.g. make/cmake) 4. Introduction to shell programming (e.g. bash) 5. Programming project with Git. 6. Introduction to the LaTeX typesetting system 7. Introduction to automatic testing with unit tests		
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Project	51.0%	70.0%
	Test	51.0%	30.0%
Recommended reading	Basic literature	T. Oetiker, H. Partl, I. Hyna, E. Schlegl. Not so short introduction to LaTeX2e Git Tutorial https://git-scm.com/docs/gittutorial Bash Tutorial https://www.freecodecamp.org/news/bash-scripting-tutorial-linux-shell-script-and-command-line-for-beginners/ Cmake tutorial https://cmake.org/cmake/help/latest/guide/tutorial/index.html	
	Supplementary literature	S. Chacon, Pro Git professional version control C. Albing, JP Vossen, C. Newham bash Cookbook: Solutions and Examples for bash Users, O'Reilly Media, 2007 or newer.	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

Document generated electronically. Does not require a seal or signature.