

Subject card

Subject name and code	Programming Languages, PG_00143841						
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 Subject group related to scientific research in the field of study		
Mode of study	part-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	1		ECTS credits		12.0		
Learning profile	academic		Assessment form				
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Maciej Dziemiańczuk				
	Teachers						
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	40.0	0.0	40.0	0.0	0.0	80
	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	80		0.0		220.0	300
Subject objectives	The aim of the course is to introduce the basics of programming in the C language, to teach students how to write programs in C, and to understand code written by other programmers. Familiarizing students with English terminology.						
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		Can write a program in the C language to solve a specific problem. Can implement a simple algorithm in the C language.		[SU4] test/exam - oral or written		
	[INFL3_U09] is able to assess the suitability of programming paradigms and tools for solving problems of various types		In their programs, can use existing libraries and code written by others.		[SU4] test/exam - oral or written		
	[INFL3_W05] has general knowledge of various programming paradigms and programming languages; has detailed knowledge of object-oriented design and programming methods and patterns		Distinguishes syntactic errors in program code from logical errors. Understands short code fragments. Knows the basic constructs of the C language. Knows what the standard libraries of the language are and what they contain.		[SW4] test/exam - oral or written		

Subject contents	1. Introduction to programming in the C language. Running simple programs. Syntax and semantics of a program. 2. Programming environment in the UNIX system. Compiling and linking a program using the gcc compiler. 3. Types, operators, and expressions. Declarations. Type conversion. Conditional expressions. Order of operations. 4. Control statements. Statements and blocks. 5. Functions and program structure. Scope of names. Header files. 6. Pointers and arrays. Program call arguments. Function pointers. 7. Structures. Typedef declarations. Unions. 8. Input and output. Overview of standard libraries: input/output, string handling functions.		
Prerequisites and co-requisites	no requirements		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	exam	51.0%	50.0%
	tests	51.0%	50.0%
Recommended reading	Basic literature	1. Brian W. Kernighan, Dennis M. Ritchie. Język ANSI C. WNT 2. Stephen Prata. Język C. Szkoła programowania, Helion 3. Keith Cooper, Linda Torczon. Engineering a Compiler, MORGAN KAUFMANN	
	Supplementary literature	not applicable	
	eResources addresses		
Example issues/ example questions/ tasks being completed	not applicable		
Work placement	Not applicable		

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