

Subject card

Subject name and code	Advanced Programming in C++, PG_00168140						
Field of study	Informatics						
Date of commencement of studies	October 2024		Academic year of realisation of subject		2024/2025		
Education level	Master's studies		Subject group		Obligatory subject group in the field of study Optional subject group		
Mode of study	full-time studies		Mode of delivery		at the university		
Year of study	1		Language of instruction		Polish		
Semester of study	2		ECTS credits		3.0		
Learning profile	academic		Assessment form				
Conducting unit							
Name and surname of lecturer (lecturers)	Subject supervisor		dr Tomasz Borzyszkowski				
	Teachers		dr Tomasz Borzyszkowski				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	15.0	0.0	15.0	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		0.0	30
Subject objectives	The goal of the course is to teach students the basic programming constructs available in the C++ language.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[INFMU2_W03] has in-depth knowledge of programming paradigms and advanced programming constructs; knows current trends in programming languages		The student understands the principles of the C++ language and knows how basic programming constructs work in this language		[SW2] presentation/project/paper/report		
	[INFMU2_K03] is able and ready to formulate opinions on basic IT issues		The student is aware of the speed of technological development and understands the need for further learning. The student is able to form opinions on the application of basic programming constructs.		[SK2] presentation/project/paper/report		
	[INFMU2_U02] is able to formulate questions with precision, serving to deepen his/her own reasoning on a given topic or to find missing elements of reasoning		The student knows how to use selected C++ language libraries to solve programming problems		[SU2] presentation/project/paper/report		
Subject contents	1. Basics of object-oriented programming (constructors, destructors, memory management) 2. Inheritance and polymorphism 3. Overloading operators and exceptions 4. STL library 5. Move semantics and lambda expressions 6. Smart pointers 7. Templates and concepts						
Prerequisites and co-requisites	Courses: Programming languages, Object oriented programming						

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Presentation of the student's own projects	50.0%	100.0%
Recommended reading	Basic literature	B. Stroustrup. Język C++. Kompendium wiedzy, Helion 2014N. Josuttis "C++ Biblioteka Standardowa, podręcznik programisty", Wydawnictwo HELION 2003.B. Eckel, Ch. Allinson, "Thinking in C++" Edycja Polska, tom 2, Wydawnictwo HELION 2004.	
	Supplementary literature	Stephan Roth, Clean C++20 Sustainable Software Development Patterns and Best Practices, APress, czerwiec 2021	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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