

Subject card

Subject name and code	Introduction to Computer Programming, PG_00198455						
Field of study	Informatics						
Date of commencement of studies	October 2026		Academic year of realisation of subject		2026/2027		
Education level	Bachelor's studies		Subject group		Obligatory subject group 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		6.0		
Learning profile	academic		Assessment form		exam		
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	20.0	0.0	30.0	0.0	0.0	50
	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	50		0.0		100.0	150
Subject objectives	The aim of the course is to introduce students to the fundamentals of procedural programming in C, familiarize them with basic English programming terminology, and develop their ability to design, implement, and test simple programs that solve algorithmic problems.						
Learning outcomes	Course outcome		Subject outcome		Method of verification		
	[INFOL3_W05] knows and understands advanced concepts in the field of various programming paradigms and programming languages; as well as object-oriented design and programming methods and patterns		The student knows and understands the basic concepts of procedural programming in C, including data types, control statements, functions, arrays, pointers, and the principles of creating simple structured programs.		[SW4] test/exam - oral or written		
	[INFOL3_U06] is able to select and apply appropriate IT methods and tools to solve complex problems, is able to use acquired knowledge by appropriately selecting sources and information derived from them, and perform evaluation, critical analysis, and synthesis of this information		The student is able to develop simple programs in C by selecting appropriate language constructs, programming tools, and sources of information.		[SU4] test/exam - oral or written		
Subject contents	Algorithm versus program. Simple programs expressed in different forms of notation (verbal description, flowchart, programming language instructions). Manual simulation of algorithm execution. The processing scheme of a program written in a high-level language: stages of compilation, linking, and execution. Variable declarations. Simple data types and structured types: array, record. Scope of declarations and variable visibility, global variables. Control statements. Nested loops. Procedures and functions. Methods of passing parameters to functions. The mechanism of recursion. Representation of integer and floating-point numbers in a computer and the errors caused by them (overflow and rounding errors). Use of pointers and memory management based on simple data structures. The concept of program correctness.						
Prerequisites and co-requisites							

Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	tests	51.0%	50.0%
	exam	51.0%	50.0%
Recommended reading	Basic literature	[1] Griffiths David, Griffiths Dawn. C. Rusz głową! Wydawnictwo Helion. [2] Szepietowski A. Podstawy informatyki. Wydawnictwo Uniwersytetu Gdańskiego, Gdańsk 2000. [3] Kernighan B.W., Ritchie D.M. Język ANSI C. Wydawnictwa Naukowo-Techniczne, Warszawa 2003	
	Supplementary literature	not applicable	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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