University of Gdańsk

Subject card

Subject name and code	Programmer's Workshop, PG_00198489		
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	full-time studies	Mode of delivery	at the university
Year of study	1	Language of instruction	Polish
Semester of study	1	ECTS credits	3.0
Learning profile	academic	Assessment form	credit
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	45.0	75

Subject objectives

To train students in the programmer's tools and working environment.

Learning outcomes

Course outcome	Subject outcome	Method of verification
[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	Using the documentation, the student is able to select and configure selected tools and use them simultaneously to work on a programming project.	[SU4] test/exam - oral or written [SU5] implementation of a problem task
[INFOL3_W04] knows and understands advanced concepts 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

<table>
<tr><td>Assessment methods and criteria</td><td colspan="2"><table>
<tr><th>Subject passing criteria</th><th>Passing threshold</th><th>Percentage of the final grade</th></tr>
<tr><td>Test</td><td>51.0%</td><td>30.0%</td></tr>
<tr><td>Project</td><td>51.0%</td><td>70.0%</td></tr>
</table></td></tr>
<tr><td rowspan="3">Recommended reading</td><td>Basic literature</td><td>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</td></tr>
<tr><td>Supplementary literature</td><td>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.</td></tr>
<tr><td>eResources addresses</td><td></td></tr>
<tr><td>Example issues/ example questions/ tasks being completed</td><td colspan="2"></td></tr>
<tr><td>Work placement</td><td colspan="2">Not applicable</td></tr>
</table>

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