

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						
[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	<ol style="list-style-type: none"> 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
	Test	51.0%	30.0%
	Project	51.0%	70.0%
Recommended reading	Basic literature	<p>T. Oetiker, H. Partl, I. Hyna, E. Schlegl. Not so short introduction to LaTeX2e</p> <p>Git Tutorial https://git-scm.com/docs/gittutorial</p> <p>Bash Tutorial https://www.freecodecamp.org/news/bash-scripting-tutorial-linux-shell-script-and-command-line-for-beginners/</p> <p>Cmake tutorial https://cmake.org/cmake/help/latest/guide/tutorial/index.html</p>	
	Supplementary literature	<p>S. Chacon, Pro Git professional version control</p> <p>C. Albing, JP Vossen, C. Newham bash Cookbook: Solutions and Examples for bash Users, O'Reilly Media, 2007 or newer.</p>	
	eResources addresses		
Example issues/ example questions/ tasks being completed			
Work placement	Not applicable		

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