University of Gdańsk

Subject card

Subject name and code	Object-Functional Programming, PG_00204174		
Field of study	Informatics		
Date of commencement of studies	October 2026	Academic year of realisation of subject	2027/2028
Education level	Bachelor's studies	Subject group	Obligatory subject group in the field of study Subject group related to practical vocational preparation
Mode of study	full-time studies	Mode of delivery	at the university
Year of study	2	Language of instruction	Polish
Semester of study	4	ECTS credits	3.0
Learning profile	practical	Assessment form	credit
Conducting unit			
Name and surname of lecturer (lecturers)	Subject supervisor	dr Tomasz Borzyszkowski	
	Teachers		

Lesson types

Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
Number of study hours	15.0	0.0	30.0	0.0	0.0	45

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	45	0.0	30.0	75

Subject objectives

The primary aim is to familiarise students with the most important concepts of object-oriented and functional approaches to programming. This broadens and deepens the knowledge already possessed by the students and facilitates their selection of appropriate programming techniques depending on the nature of the task. Projects carried out during laboratory classes serve to consolidate the concepts learnt during the lecture in a practical way.Translated with DeepL.com (free version)

Learning outcomes

Course outcome	Subject outcome	Method of verification
[INFPL3_U08] is able to assess the usefulness of various paradigms and programming tools for solving various types of problems	evaluates the suitability of different paradigms and programming tools to solve problems of different types	[SU2] presentation/project/paper/ report
[INFPL3_U09] is able to - in accordance with the given specification - design and implement IT system	is able to design and implement an information system according to a given specification information system	[SU2] presentation/project/paper/ report
[INFPL3_U04] is able to use the acquired knowledge when creating, running and testing programs using dedicated tools and design patterns	is able to create, run and test programs using dedicated tools and design patterns	[SU2] presentation/project/paper/ report
[INFPL3_K02] is ready to recognize the importance of knowledge in solving cognitive problems and practical and seeking opinions experts in case of difficulties with independent problem solving	is able to formulate precise questions in order to deepen his/ her own understanding of a given topic or to find missing pieces of reasoning	[SK2] presentation/project/paper/ report
[INFPL3_W04] knows and understands advanced issues in programming, algorithms and computational complexity, programming languages and paradigms, as well as the complex relationships between these areas	has a structured, theoretically grounded knowledge of programming, algorithms and complexity, programming languages and paradigms	[SW2] presentation/project/paper/ report

Subject contents

1. Introduction of basic concepts: class, object, field, method; fields and methods: static, public and private in Java; initialisation and deletion of an object and the so-called rubbish collector mechanism; overview of control statements.2. Class packages: hiding implementation: package structure; importing packages; setting access rights to package components; building interfaces and their implementation.3. Inheritance and polymorphism: inheritance: syntax and preserving access rights to inherited fields and methods; from abstract to concrete: abstract and final classes; comparison of properties of final and static fields; comparison of properties of overloaded and polymorphic methods; examples of polymorphic function calls.4. An overview of classes implementing common data structures: the concept of static and dynamic data structures; an overview of the properties and operations provided; classes implementing enumerative types and iterators; polymorphic methods to enable sorting of elements stored in collections.5. The concept of lambda-functions and their use in stream processing.6. Programming with exceptions: overview of predefined exceptions; rules for creating new exceptions; reporting and catching exceptions.7. programming using threads: the concept of threads, shared resources and the critical section; an overview of resource sharing methods: resource locking and the thread jamming problem and priority queues and the fairness problem.8 Overview of selected design patterns.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
project presentation, observation of student work	51.0%	100.0%

Recommended reading

Basic literature	1. Eckel B., Thinking in Java - Polish edition. Wydawnictwo HELION, Warszawa, 2010.2 Horstmann C. S., Cornell G., Core Java 2 - Fundamentals. Helion, 2010.3. Horstmann C. S., Cornell G., Core Java 2 - Advanced techniques. Helion, 2010.
Supplementary literature	None
eResources addresses	

Example issues/ example questions/ tasks being completed

1. Implement a class that calculates arithmetic expressions written in Reverse Polish Notation.2. Implement the Stack class implementing the idea of stacks of writes with the following public methods: push, pop and peek.

Work placement

Not applicable

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