Faculty of Fundamental Problems of Technology

COURSE CARD

Name in polish	:	**Grupowy Projekt Programistyczny**
Name in english	:	**Group Programming Project**
Field of study	:	Computer Science
Specialty (if applicable)	:	
Undergraduate degree and form of	:	masters, stationary
Type of course	:	optional
Course code	:	E2_W27
Group rate	:	Yes

	Lectures	Exercides	Laboratory	Project	Seminar
Number of classes held in schools (ZZU)		30	30		
The total number of hours of student workload (CNPS)		60	120		
Assesment	pass				
For a group of courses final course mark	X				
Number of ECTS credits		3	3		
including the number of points corresponding to the classes of practical (P)		3	3		
including the number of points corresponding occupations requiring direct contact (BK)		3	3		

PREREQUISITES FOR KNOWLEDGE, SKILLS AND OTHER POWERS

Knowledge of data structures and algorithms. Programming ability in a chosen programming language

COURSE OBJECTIVES

C1 The acquisition of skills related to project management: resource assessment / cost and risk of the project. The feasibility study of the project. Documentation in the project group.

C2 Software prototype according to the documentation. The use of task management platform. The use of the platform for managing versions of the code.

COURSE LEARNING OUTCOMES

The scope of the student's knowledge:

W1 Student knows tools for project management.

W2 Student knows methods of creating projects in UML.

W3 Student knows basics of prototyping.

The student skills:

U1 Student use tools for project management.

U2 Student specifies system, use UML for describing system functionality and components.

U3 Student implements system components according to system specification.

The student's social competence:

K1 Student realizes tasks assigned by the project leader.

K2 Student can divide the given project into tasks and dispatch them to group members.

COURSE CONTENT

Type of classes - exercises		
Ćw1	Subject definition	2h
Ćw2	Definition of functionality.	2h
Ćw3	Project management.	2h
Ćw4	Project - early stage	3h
Ćw5	Project - main stage	6h

Type of classes - laboratory		
Lab1	Project - intro stage.	4h
Lab2	Prototyping - intro stage.	10h
Lab3	Prototyping - main stage.	10h
Lab4	Testing.	6h

Applied learning tools

1. Solving tasks and problems
2. Solving programming tasks
3. Creating programming projects
4. Consultation
5. Self-study students

EVALUATION OF THE EFFECTS OF EDUCATION ACHIEVEMENTS

Value	Number of training effect	Way to evaluate the effect of education
F1	W1-W3, U1-U3, K1-K2	
F2	W1-W3, U1-U3, K1-K2	
P=%*F1+%*F2		

BASIC AND ADDITIONAL READING

1. UML documentation.
2. Documentation of a chosen computer language.
3. Zarządzanie projektem informatycznym, Kazimierz Frączkowski, Oficyna Wydawnicza Politechniki Wrocławskiej, Wrocław 2003.
4. SVN and Redmine documentation.

SUPERVISOR OF COURSE

dr Łukasz Krzywiecki

RELATIONSHIP MATRIX EFFECTS OF EDUCATION FOR THE COURSE
Group Programming Project
WITH EFFECTS OF EDUCATION ON THE DIRECTION OF COMPUTER SCIENCE

Course training effect	Reference to the effect of the learning outcomes defined for the field of study and specialization (if applicable)	Objectives of the course**	The contents of the course**	Number of teaching tools**
W1	K2_W06 K2_W07 K2_W08 K2_W09 K2_W11	C1	Ćw1-Ćw5 Lab1-Lab4	4 5
W2	K2_W02 K2_W05 K2_W06 K2_W07 K2_W09	C1	Ćw1-Ćw5 Lab1-Lab4	4 5
W3	K2_W06 K2_W07	C1	Ćw1-Ćw5 Lab1-Lab4	4 5
U1	K2_U01 K2_U02 K2_U15 K2_U17 K2_U18 K2_U22	C2 C3	Ćw1-Ćw5 Lab1-Lab4	1 2 3 4 5
U2	K2_U01 K2_U02 K2_U09 K2_U12 K2_U15 K2_U18 K2_U19 K2_U20 K2_U21 K2_U22	C2 C3	Ćw1-Ćw5 Lab1-Lab4	1 2 3 4 5
U3	K2_U01 K2_U02 K2_U08 K2_U09 K2_U10 K2_U15 K2_U18 K2_U19 K2_U20 K2_U21 K2_U22	C2 C3	Ćw1-Ćw5 Lab1-Lab4	1 2 3 4 5
K1	K2_K06 K2_K07 K2_K09 K2_K10 K2_K11 K2_K13 K2_K14 K2_K15	C1 C2	Ćw1-Ćw5 Lab1-Lab4	1 2 3 4 5
K2	K2_K01 K2_K02 K2_K04 K2_K06 K2_K07 K2_K08 K2_K09 K2_K11 K2_K12 K2_K13 K2_K14 K2_K15	C1 C2	Ćw1-Ćw5 Lab1-Lab4	1 2 3 4 5