Course Syllabus

Course from study programme for the cycle: 2022/2023

I. General Information

Course name	Practice of programming
Programme	Informatics
Level of studies (BA, BSc, MA, MSc, long-cycle MA)	BA
Form of studies (full-time, part-time)	full-time
Discipline	Informatics
Language of instruction	english

Course coordinator	mgr inż. Kamil Zieliński

Type of class *(use only the types mentioned below)*	Number of teaching hours	Semester	ECTS Points
lecture			3
tutorial			
classes			
laboratory classes	30	VI	
workshops			
seminar			
introductory seminar			
foreign language classes			
practical placement			
field work			
diploma laboratory			
translation classes			
study visit			

Course pre-requisites	Fundamentals of algorithms and programming Object-oriented programming

II. Course Objectives

Getting to know SCRUM and meaning SCRUM in software development process
Recognizing methodology for working with IT development projects
Getting to know tools for team work

III. Course learning outcomes with reference to programme learning outcomes

Symbol	Description of course learning outcome	Reference to programme learning outcome
KNOWLEDGE		
W_01	Students have knowledge of software development with Scrum	K_W04, K_W06
W_02	Students have knowledge of rules of teamwork	K_W04, K_W06
W_03	Students have knowledge of tools for software development in teams	K_W04, K_W06
SKILLS		
U_01	Students are able to use SCRUM in software development process	K_U04
U_02	Students are able to make decomposition of IT system	K_U02, K_U04
U_03	Students are able to use tools for teamwork (IDE, Version Control System)	K_U13
SOCIAL COMPETENCIES		
K_01	Student is able to work both individually and as a team, properly planning his and the team's work in the context of the set goals	K_K01, K_K06

IV. Course Content

Scrum as methodology for software development Tools for teamwork Software implementation in teams Preparing clean code

V. Didactic methods used and forms of assessment of learning outcomes

Symbol	Didactic methods *(choose from the list)*	Forms of assessment *(choose from the list)*	Documentation type *(choose from the list)*
KNOWLEDGE			
W_01	Guided practice	Preparation / implementation of the project	Project rating card
W_02	Guided practice	Preparation / implementation of the project	Project rating card
W_03	Guided practice	Preparation / implementation of the project	Project rating card
SKILLS			
U_01	Project - based learning design thinking	Preparation / implementation of the project	Project rating card

U_02	Project - based learning design thinking	Preparation / implementation of the project	Project rating card
U_03	Project - based learning design thinking	Preparation / implementation of the project	Project rating card
SOCIAL COMPETENCIES			
K_01	Discussion, PBL design thinking	Preparation / implementation of the project	Project rating card

VI. Grading criteria, weighting factors.....

Based on software project implentation.

VII. Student workload

Form of activity	Number of hours
Number of contact hours (with the teacher)	**50**
Number of hours of individual student work	**40**

VIII. Literature

Basic literature
Sutherland J., Schwaber Ken, Scrum Guide Martin R.C., A Handbook of Agile Software Craftsmanship Martin R.C., The Clean Coder: A Code of Conduct for Professional Programmers
Additional literature
Hunt A., Thomas D., The Pragmatic Programmer: From Journeyman to Master Martin R.C., Agile Software Development, Principles, Patterns, and Practices