



MODULE DESCRIPTION

Module code	full-time studies:	Z-ZIP1-E-508b
	part-time studies:	Z-ZIPN1-E-508b
Module name	Programming Languages - Python	
Module name in Polish	Języki programowania - Python	
Valid from academic year	2019/2020	

MODULE PLACEMENT IN THE SYLLABUS

Field of study	MANAGEMENT AND PRODUCTION ENGINEERING
Level of education	1st degree
Studies profile	General
Form and method of conducting classes	Full-time and Part-time
Specialisation	All
Unit conducting the module	Department of Computer Science Technologies
Module co-ordinator	Paweł Stąpór, PhD
Approved by:	Dariusz Bojczuk, PhD, DSc

MODULE OVERVIEW

Type of subject / group of subjects	Major
Module status	Non-compulsory
Language of conducting classes	English
Module placement in the syllabus - semester	Semester V
Initial requirements	Fundamentals of Computer Science
Examination (YES/NO)	NO
Number of ECTS credit points	3

Method of conducting classes		Lecture	Classes	Laboratory	Project	Other
Per semester	full-time studies:	15		30		
	part-time studies:	9		18		

TEACHING RESULTS AND THE METHODS OF ASSESSING TEACHING RESULTS

Category	Symbol	Learning outcomes	Assignations to the directional learning outcomes
Knowledge	W01	The student has extensive knowledge of procedural and object-oriented programming. He understands the concepts of inheritance, composition and object polymorphism in relation to the Python language.	ZIP1_W05
	W02	The student understands and knows the principles of building applications that support databases.	ZIP1_W04
	W03	The student has knowledge about the principles of designing the application GUI interface in accordance with the architecture of the operating system.	ZIP1_W05
Skills	U01	The student is able to build Python applications for Windows using files.	ZIP1_U07
	U02	The student is able to assess the usefulness of programming tools to solve problems in the field of production engineering.	ZIP1_U01
Social competences	K01	The student understands the need to constantly supplement knowledge in the area of modern tools and ideas of computer science.	ZIP1_K01

TEACHING CONTENTS

Method of conducting classes	Teaching contents
Lecture	<p>The concept of module and attributes. Ways of executing a Python program, importing and reloading modules, IDLE interface.</p> <p>Types of built-in objects, instructions, aspects of functional programming, special modes of passing function arguments, ranges of names and their use</p> <p>Methods of processing text files, saving Python objects to a file, <i>pickle</i> method</p> <p>Object-oriented programming, inheritance hierarchy, <i>class</i> tool, searching for object attributes in the class inheritance tree, class methods definition, <i>self</i> argument, <i>__init__</i>, <i>__add__</i> and <i>__str__</i> special methods. Class introspection tools: <i>__dict__</i>, <i>__class__</i>, <i>__name__</i> attributes.</p> <p>An example of creating an object-oriented program.</p> <p>Storing objects in a <i>shelve</i> database, interactive database operation. An example of a <i>shelve</i> database console interface. Connecting to SQL databases, using <i>sqlite3</i> and <i>mysql</i> modules</p> <p>Graphical user interface GUI, <i>tkinter</i> module, widget layout - <i>pack</i> and <i>grid</i> methods, event handling functions - <i>bind</i> and <i>command</i> methods. An example of the graphical user interface of the <i>shelve</i> database.</p> <p>Examples of advanced database applications in the field of data engineering.</p>

Laboratory	<p>Ways of executing a Python program, importing and reloading modules, IDLE interface</p> <p>Processing of typical Python data structures: lists, tuples, dictionaries and sets; control statements: <i>if</i>, <i>for</i>, <i>while</i>.</p> <p>Aspects of functional programming: functions, arguments, ranges of names, special modes of matching arguments</p> <p>Processing data contained in text files, saving Python objects in a file: <i>pickle</i> method</p> <p>Object-oriented programming. Class definition, <code>__init__</code> constructor, <i>self</i> attribute.</p> <p>Class introspection tools: <code>__dict__</code>, <code>__class__</code>, <code>__name__</code> attributes. Special attributes: <code>__add__</code>, <code>__str__</code>, role of inheritance and overloading.</p> <p>Creating and maintaining a <i>shelve</i> database, creating a database console interface.</p> <p>Graphical user interface (GUI) - <i>tkinter</i> module. Create a graphical user interface (GUI) for a <i>shelve</i> database</p> <p>Support for SQL database in Python. Connecting to SQL databases, using <i>sqlite3</i> and <i>mysql</i> modules. Creating a database and tables. Populating tables with data.</p>
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METHODS OF ASSESSING TEACHING RESULTS

Symbol	Methods of checking the learning outcomes (select X)					
	Oral exam	Written exam	Test	Project	Statement	Other
W01			X			
W02			X			
W03			X			
U01			X			
U02			X			
K01						X

FORM AND CONDITIONS OF PASSING

Form of classes	Form of credit	Passing conditions
Lecture	Credit with grade	Obtaining at least 50% of the test points in the classroom
Laboratory	Credit with grade	Obtaining at least 50% of test points during the class

STUDENT WORKLOAD

Balance of ECTS points												
No.	Type of student's activity	Student's workload										Unit
		full-time					part-time					
1.	Participation in the activities	Lc	C	Lb	P	O	Lc	C	Lb	P	O	h
		15		30			9		18			
2.	Other (consultation, exam)	2		2			2		2			h
3.	Number of hours of a student's as- sisted work	49					31					h
4.	Number of ECTS credit points which are allocated for assisted work	2,0					1,2					ECTS
5.	Number of hours of a student's un- assisted work	26					44					h
6.	Number of ECTS credit points which a student receives for unassisted work	1,0					1,8					ECTS
7.	Work input connected with practical classes	50					50					h
8.	Number of ECTS credit points which a student receives for practical classes	2,0					2,0					ECTS
9.	Total number of hours of a stu- dent's work	75					75					h
10.	Punkty ECTS za modul <i>1 ECTS=25 hours</i>	3										ECTS

LITERATURE

1. Ernesti J., Kaiser P. (2010), *Python. The Comprehensive Guide*, Rheinwerk Publishing, Quincy, MA.
2. Ledger J.L. (2022), *Python Programming For Beginners*, Independently published.
3. Summerfield M. (2010), *Programming in Python 3: A Complete Introduction to the Python Language (Developer's Library)*, 2nd Edition, Addison-Wesley Professional, Upper Saddle River, NJ · Boston.
4. <https://www.python.org/doc>