

1.	Field of study	Data Science and Artificial Intelligence
2.	Faculty	Faculty of Science and Technology
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	first-cycle studies (in engineering)
5.	Degree profile	general academic
6.	Mode of study	full-time

7.	General information about the module	
Module name		Programming Techniques for Intelligent Systems
Module code		W4_DSAI_S1_TPSI
Number of the ECTS credits		5
Language of instruction		Polish
Purpose and description of the content of education		<p>Moduł ma na celu zapoznanie studentów z technikami programowania stosowanymi w projektowaniu i implementacji systemów inteligentnych. Moduł koncentruje się na praktycznym wykorzystaniu narzędzi i bibliotek wspierających rozwój oprogramowania wykorzystującego algorytmy sztucznej inteligencji, uczenia maszynowego oraz podejmowania decyzji.</p> <p>Celem kształcenia w ramach modułu jest przekazanie wiedzy i umiejętności niezbędnych do projektowania i implementacji systemów informatycznych wykorzystujących zaawansowane techniki Data Science i algorytmy uczenia maszynowego. Treści kształcenia modułu obejmują zarówno techniki korzystania instrukcji, programowanie obiektowe, jak i kwestie związane z zastosowaniem wybranych bibliotek do analizy danych i uczenia maszynowego.</p> <p>Kurs stanowi fundament pod dalsze kształcenie w zakresie zaawansowanych systemów inteligentnych.</p>
List of modules that must be completed before starting this module (if necessary)		not applicable

8.	Learning outcomes of the module			
Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)	
K01	Ma świadomość znaczenia rzetelności i dokładności w pracy programistycznej, odpowiedzialnego podejścia do realizowanych zadań programistycznych oraz konsekwencji błędów w kodzie zwracając uwagę na poprawność, bezpieczeństwo i etykę kodowania.	DSAI_1S_K03	3	
K02	Potrafi współpracować w grupie przy realizacji zadań programistycznych, dzieląc się wiedzą i umiejętnościami.	DSAI_1S_K03 DSAI_1S_U09	3 3	
K03	Rozumie potrzebę stałego doskonalenia umiejętności programistycznych i aktualizacji wiedzy w dynamicznie rozwijającej się dziedzinie technologii informacyjnych.	DSAI_1S_K01	3	
U01	Potrafi napisać, uruchomić i przetestować program w wybranym języku programowania wykorzystując poznane konstrukcje językowe, algorytmy i struktury danych.	DSAI_1S_U02	3	
U02	Potrafi analizować problemy obliczeniowe i zaprojektować do nich algorytmiczne rozwiązania integrując różne biblioteki i narzędzia w celu implementacji systemów wspomagających podejmowanie decyzji na podstawie danych.	DSAI_1S_U02	3	

U03	Umie korzystać z dokumentacji technicznej i przykładów kodu w celu rozwijania własnych projektów programistycznych.	DSAI_1S_U06	3
W01	Zna pojęcia, struktury danych oraz konstrukcje językowe wykorzystywane w nowoczesnych językach programowania, takie jak zmienne, typy danych, instrukcje sterujące, funkcje oraz klasy i obiekty.	DSAI_1S_W02	3
W02	Ma wiedzę na temat organizacji kodu źródłowego, struktury programów, koncepcji modularności i zasad czytelnego kodowania.	DSAI_1S_W02	3
W03	Ma wiedzę na temat zasad działania środowisk programistycznych oraz cyklu życia programu komputerowego.	DSAI_1S_W02	3
W04	Zna etapy procesu programowania: analizę problemu, projektowanie rozwiązania, implementację, testowanie i debugowanie.	DSAI_1S_W02	3

9. Methods of conducting classes		
Code	Category	Name (description)
a05	Lecture methods / expository methods	Explanation/clarification <i>explication involving the derivation of a predetermined theorem from other, already known ones, in the number of steps specified by the person teaching the course</i>
b04	Problem-solving methods	Activating method – discussion / debate <i>an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem</i>
b07	Problem-solving methods	Activating methods: a case study <i>a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon</i>
b08	Problem-solving methods	Activating method – peer learning <i>learning through the exchange of knowledge in a group/team/pair of students, i.e., in the so-called learning cell; a kind of mutual learning; an approach focused on student activity under the guidance of the person teaching the course; a learning situation where students with a similar level of experience learn from one another</i>
c06	Demonstration methods	Demonstration-imitation <i>a presentation of a model way of performing specific activities accompanied by a commentary; it aims at triggering imitation activities in an individual or in a group of participants observing the activities of the person teaching the course until the right habit is formed through regular exercise; the demonstration-imitation method is combined with a physical practice of activities/behaviours</i>
c07	Demonstration methods	Screen presentation <i>a presentation of synthetic image content using computer graphics, e.g., a series of slides or other multimedia forms, usually accompanied by a commentary; typical components of a screen presentation include text organized into bulleted points, charts, images and animations, sometimes sound effects or music; a multimedia illustration of course content presented in the form of a projected image</i>
d01	Programmed learning methods	Working with a computer <i>e.g., Webquest; implementation of educational tasks using electronic and digital devices, computer programs and Internet applications; the academic teacher acts as a consultant; students' work is carried out step by step according to the plan laid own by the person teaching the course and following his instructions, and proceeds towards producing the indicated results</i>

		<i>within the set deadline</i>
d02	Programmed learning methods	Working with a programmed textbook <i>working with a textbook containing instructional material covering part of or the entire curriculum of the module as well as a formula for studying the content; includes working with a subject textbook, an atlas, a catalogue, a problem book, etc.</i>
e01	Practical methods	Laboratory exercise / experiment <i>[also conducted as fieldwork] a method of practical application of knowledge; implemented in three stages: the recognition of a problem induced by the task content, the formulation of the problem and the attempt to solve it accompanied by the assessment of the effects; the goal is to acquire skills, abilities and habits, and to consolidate the acquired knowledge so that it becomes operational; the laboratory method assumes greater independence of learners than carrying out an experiment</i>
f01	Methods of self-learning	Self-education <i>a method which involves independent acquisition of knowledge, skills and social competences, extending their scope and quality; complementary to the learning process taking place in class; taking on the task of developing and adjusting qualifications on one's own; self-study</i>

10. Forms of teaching					
Code	Name	Number of hours	Assessment of the learning outcomes of the module	Learning outcomes of the module	Methods of conducting classes
fs01	laboratory classes	45	course work	K01, K02, K03, U01, U02, U03, W01, W02, W03, W04	a05, b04, b07, b08, c06, c07, d01, d02, e01, f01

11. The student's work, apart from participation in classes, includes in particular:			
Code	Category	Name (description)	Is it part of the BUNA?
a01	Preparation for classes	Search for materials and review activities necessary for class participation <i>reviewing literature, documentation, tools and materials as well as the specifics of the syllabus and the range of activities indicated in it as required for full participation in classes</i>	No
a02	Preparation for classes	Literature reading / analysis of source materials <i>reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class</i>	No
a03	Preparation for classes	Developing practical skills <i>activities involving the repetition, refinement and consolidation of practical skills, including those developed during previous classes or new skills necessary for the implementation of subsequent elements of the curriculum (as preparation for class participation)</i>	No
a05	Preparation for classes	Production/preparation of tools, materials or documentation necessary for class participation <i>developing, preparing and assessing the usefulness of tools and materials (e.g. aids, scenarios, research tools, equipment, etc.) to be employed in class or as an aid when preparing for classes</i>	No
b01	Consulting the curriculum and the organization of classes	Getting acquainted with the syllabus content <i>reading through the syllabus and getting acquainted with its content</i>	No
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class <i>exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class</i>	No
c03	Preparation for verification of learning outcomes	Implementation of an individual or group assignment necessary for course/phase/ examination completion	No

		<i>a set of activities aimed at performing an assigned task, to be executed out of class, as an obligatory phase/element of the verification of the learning outcomes assigned to the course</i>	
d01	Consulting the results of the verification of learning outcomes	Analysis of the corrective feedback provided by the academic teacher on the results of the verification of learning outcomes <i>reading through the academic teacher's comments, assessments and opinions on the implementation of the task aimed at checking the level of the achieved learning outcomes</i>	Yes
d02	Consulting the results of the verification of learning outcomes	Development of a corrective action plan as well as supplementary/corrective tasks <i>reviewing and selecting tasks and activities enabling the elimination of errors indicated by the academic teacher, their verification or correction resulting in completing the task with at least the minimum passing grade</i>	Yes

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: <https://usosweb.us.edu.pl>.