Study plan

Name of study plan: Bachelor Specialization Computer Graphics, in Czech, 2021

Faculty/Institute/Others:

Department:

Branch of study guaranteed by the department: Welcome page

Garantor of the study branch: Program of study: Informatika Type of study: Bachelor full-time

Required credits: 158
Elective courses credits: 22
Sum of credits in the plan: 180

Note on the plan: Tato verze studijního plánu je ur ena pro ro níky, které byly p ijaty ke studiu od akademického roku 2021/2022 do prezen ní formy studia bakalá ského programu. . Garant: Ing. Ji í

Chludil&email: jiri.chludil@fit.cvut.cz

Name of the block: Compulsory courses in the program

Minimal number of credits of the block: 106

The role of the block: PP

Code of the group: BI-PP.21

Name of the group: Compulsory Courses of Bachelor Study Program Informatics, presented in Czech, version

2021

Requirement credits in the group: In this group you have to gain 106 credits

Requirement courses in the group: In this group you have to complete 20 courses

Credits in the group: 106

Note on the group:

If you plan to profile the specialization Information Security, Management Informatics, Computer Networks and Internet, Computer Systems and Virtualization, Software Engineering, or Web Engineering, enroll in the course BI-PSI.21 in your 2nd semester of study. If you plan to profile the specialization Computer Graphics, Computer Engineering, Computer Science, or Artificial Intelligence, enroll in the course BI-PSI.21 in your 4th semester of study. If you plan to profile yourself in the Artificial Intelligence specialization, enroll in the course BI-PST.21 in your 3rd semester of study. Otherwise, enroll in the course BI-PSI.21 in your 5th semester of study. If you plan to profile the specialization Artificial Intelligence or Web Engineering, enroll in the course BI-AAG.21 in your 5th semester of study. Otherwise, enroll in the course BI-PSI.21 in your 3rd semester of study.

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
BI-AG1.21	Algorithms and Graphs 1 Dušan Knop, Michal Opler, Ond ej Suchý, Tomáš Valla, Radek Hušek Dušan Knop Dušan Knop (Gar.)	Z,ZK	5	2P+2C	Z	PP
BI-AAG.21	Automata and Grammars Jan Holub, Jan Janoušek Jan Holub Jan Holub (Gar.)	Z,ZK	5	2P+2C	Z	PP
BI-BAP.21	Bachelor Thesis Zden k Muziká Zden k Muziká Zden k Muziká (Gar.)	Z	14		L,Z	PP
BI-BPR.21	Bachelor project Zden k Muziká Zden k Muziká (Gar.)	Z	1	0P+0C	Z,L	PP
BI-DBS.21	Database Systems Michal Valenta, Jan Blizni enko, Ji í Hunka, Monika Borkovcová, Jan Matoušek, Pavel K íž, Št pán Pechman, Dominik Roudný, Jan Bittner, Ji í Hunka Michal Valenta (Gar.)	Z,ZK	5	2P+2R+1L	L	PP
BI-DML.21	Discrete Mathematics and Logic Ji ina Scholtzová, Daniel Dombek, Jan Sp vák Daniel Dombek Jan Sp vák (Gar.)	Z,ZK	5	2P+1R+1C	Z	PP
BI-KAB.21	Cryptography and Security Ivana Trummová, Tomáš Rabas, Tomáš Zahradnický, Ji í Bu ek, Martin Jure ek, Josef Kokeš, Róbert Lórencz, Julia Plotnikova, David Pokorný, Róbert Lórencz Róbert Lórencz (Gar.)	Z,ZK	5	2P+2C	L	PP
BI-LA1.21	Linear Algebra 1 Lud k Kleprlík, Jakub Krásenský, Karel Klouda Lud k Kleprlík Karel Klouda (Gar.)	Z,ZK	5	2P+1R+1C	Z	PP

BI-MA1.21	Mathematical Analysis 1 Pavel Hrabák, Tomáš Kalvoda, Ivo Petr, Petr Olšák, Pavel Paták Tomáš Kalvoda Tomáš Kalvoda (Gar.)	Z,ZK	5	2P+1R+1C	L	PP
BI-MA2.21	Mathematical Analysis 2 Pavel Hrabák, Tomáš Kalvoda, Ivo Petr, Petr Olšák, Pavel Paták Tomáš Kalvoda Tomáš Kalvoda (Gar.)	Z,ZK	6	3P+2C	Z	PP
BI-OSY.21	Operating Systems Petr Zemánek, Ji í Kašpar, Michal Štepanovský, Jan Trdli ka, Pavel Tvrdík, Ladislav Vagner Pavel Tvrdík Michal Štepanovský (Gar.)	Z,ZK	5	2P+1R+1L	L	PP
BI-PSI.21	Computer Networks Viktor erný, Michal Hažlinský, Vladimír Smotlacha, Yelena Trofimova, Jan Fesl, Josef Koumar, Petr Hoda, Josef Zápotocký, Michal Polák, Jan Fesl Jan Fesl (Gar.)	Z,ZK	5	2P+1R+1C	L	PP
BI-PST.21	Probability and Statistics Kamil Dedecius, Pavel Hrabák, Jitka Hrabáková, Petr Novák, Jana Vacková Pavel Hrabák Pavel Hrabák (Gar.)	Z,ZK	5	2P+2C	Z	PP
BI-PA1.21	Programming and Algorithmics 1 Radek Hušek, Jan Trávní ek, Miroslav Balík, Josef Vogel, Ladislav Vagner Jan Trávní ek Jan Trávní ek (Gar.)	Z,ZK	7	2P+2R+2C	Z	PP
BI-PA2.21	Programming and Algorithmics 2 Radek Hušek, Jan Trávní ek, Josef Vogel, Ladislav Vagner Jan Trávní ek Jan Trávní ek (Gar.)	Z,ZK	7	2P+1R+2C	L	PP
BI-SAP.21	Computer Structure and Architecture Hana Kubátová, Jaroslav Borecký, Petr Fišer, Martin Kohlík Hana Kubátová Hana Kubátová (Gar.)	Z,ZK	5	2P+1R+2C	L	PP
BI-TZP.21	Technological Fundamentals of Computers Jan ezní ek, Jaroslav Borecký, Robert Hülle, Martin Kohlík, Vojt ch Miškovský, Martin Novotný, Matúš Olekšák Martin Novotný Martin Novotný (Gar.)	Z,ZK	5	2P+2C	Z	PP
BI-GIT.21	SW Development Technologies Petr Pulc, Robin Ob rka Robin Ob rka Petr Pulc (Gar.)	Z	3	2P	Z	PP
BI-TDP.21	Documentation and Presentation Ond ej Guth, Petra Pavlí ková, Dana Vynikarová, Alena Libánská, Tomáš Nová ek Dana Vynikarová Dana Vynikarová (Gar.)	KZ	3	2P+2C	Z,L	PP
BI-UOS.21	Unix-like Operating Systems Zden k Muziká, Petr Zemánek, Viktor erný, Michal Hažlinský, Jakub Jan i ka, Miroslav Prágl, Michal Šoch, Jan Trdli ka, Yelena Trofimova, Zden k Muziká Zden k Muziká (Gar.)	KZ	5	2P+2C	Z	PP

Characteristics of the courses of this group of Study Plan: Code=BI-PP.21 Name=Compulsory Courses of Bachelor Study Program Informatics, presented in Czech, version 2021

BI-AG1.21 Algorithms and Graphs 1 Z,ZK 5
The course covers the basics of efficient algorithm design, data structures, and graph theory, belonging to the core knowledge of every computing curriculum. It links and partially develops the knowledge from the course BI-DML.21, in which students acquire the knowledge and skills in combinatorics necessary for evaluating the time and space complexity of algorithms. The course also follows up knowledge from BI-MA1.21, the practical usage of asymptotic mathematics, in particular, the asymptotic notation.

BI-AAG.21 Automata and Grammars

Students are introduced to basic theoretical and implementation principles of the following topics: construction, use and mutual transformations of finite automata, regular expressions, and regular grammars, context-free grammars, construction and use of pushdown automata, and translation grammars and transducers. They know the hierarchy of formal languages

 BI-BAP.21
 Bachelor Thesis
 Z
 14

 BI-BPR.21
 Bachelor project
 Z
 1

and they understand the relationships between formal languages and automata. They are introduced to the Turing machine and complexity classes P and NP.

1. At the beginning of the semester, the student reserves the topic of the bachelor's thesis and connects with the supervisor. He / she will arrange the partial tasks that he / she will perform during the semester to process the assignment. If he completes these tasks, the supervisor will award him a credit from the subject BI-BPR at the end of the semester. 2. The external supervisor enters the information on granting the credit using the form "Granting credit from the external supervisor of the final thesis" (http://fit.cvut.cz/student/studijni/formulare). The completed and signed form must be delivered in person or by email to the SZZ coordinator, who will arrange for the credit to be granted. 3. If the topic of the work that the student has reserved is formulated more generally, the tasks assigned to him by the supervisor for the semester should be aimed primarily at fine-tuning the assignment so that the assignment can be supplemented and approved at the end of the semester.

BI-DBS.21 Database Systems Z,ZK 5

Students are introduced to the database engine architecture and typical user roles. They are briefly introduced to various database models. They learn to design small databases (including integrity constraints) using a conceptual model and implement them in a relational database engine. They get a hands-on experience with the SQL language, as well as with its theoretical foundation - the relational database model. They learn the principles of normalizing a relational database schema. They understand the fundamental concepts of transaction processing, controlling parallel user access to a single data source, as well as recovering a database engine from a failure. They are briefly introduced to special ways of storing data in relational databases with respect to speed of access to large quantities of data. This introductory-level course does not cover: Administration of database systems, debugging and optimizing database applications, distributed database systems, data stores.

BI-DML.21 Discrete Mathematics and Logic Z,ZK

Students will get acquainted with the basic concepts of propositional logic and predicate logic and learn to work with their laws. Necessary concepts from set theory will be explained. Special attention is paid to relations, their general properties, and their types, especially functional relations, equivalences, and partial orders. The course also lays down the basics of combinatorics and number theory, with emphasis on modular arithmetics.

BI-KAB.21 Cryptography and Security Z,ZK 5

Students will understand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms. They will be able to use cryptographic keys and certificates in systems based on them and learn the basics of safe use of symmetric and asymmetric cryptographic systems and hash functions in applications. Within labs, students will gain practical skills in using standard cryptographic methods with an emphasis on security and will also get acquainted with the basic procedures of cryptanalysis.

BI-LA1.21 Linear Algebra 1 Z.ZK 5

We will introduce students to the basic concepts of linear algebra, such as vectors, matrices, vector spaces. We will define vector spaces over the field of real and complex numbers and also over finite fields. We will present the concepts of basis and dimension and learn to solve systems of linear equations using the Gaussian elimination method (GEM) and show the connection with linear manifolds. We define the regularity of matrices and learn to find their inversions using GEM. We will also learn to find eigenvalues and eigenvectors of a matrix. We will also demonstrate some applications of these concepts in computer science.

BI-MA1.21 Mathematical Analysis 1 We begin the course by introducing students to the set of real numbers and its properties, and we note its differences with the set of machine numbers. Then we study real sequences and real functions of a real variable. We gradually introduce the notions of limits of sequences and functions, continuous functions, and derivatives of functions. This theoretical foundation is then applied to root-finding problems (iterative method of bisection and Newtons method), construction of cubic interpolation (spline), and formulation and solution of simple optimization problems (i.e., the issue of finding extrema of functions). The course is closed with the Landaus asymptotic notation and methods of mathematical description of complexity of algorithms. Mathematical Analysis 2 The course completes the theme of analysis of real functions of a real variable initiated in BI-MA1 by introducing the Riemann integral. Students will learn how to integrate by parts and use the substitution method. The next part of the course is devoted to number series, and Taylor polynomials and series. We apply Taylors theorem to the computation of elementary functions with a prescribed accuracy. Then we study the linear recurrence equations with constant coefficients, the complexity of recursive algorithms, and its analysis using the Master theorem. Finally, we introduce the student to the theory of multivariate functions. After establishing basic concepts of partial derivative, gradient, and Hessian matrix, we study the analytical method of localization of local extrema of multivariate functions as well as the numerical descent method. We conclude the course with the integration of multivariate functions. BI-OSY.21 Operating Systems In this course that is a follow-up of the Unix-like operating systems course students deepen their knowledge in areas of OS kernels, process and thread implementations, race conditions, critical regions, thread scheduling, shared resource allocation and deadlocks, management of virtual memory and data storages, file systems, OS monitoring. They are able to design and implement simple multithreaded applications. General principles are illustrated on operating systems Solaris, Linux, or MS Windows. BI-PSI.21 Computer Networks The course introduces students to the principles of computer networking. It covers basic technologies, protocols, and services commonly used in local networks and in the Internet as well. The lectures will be amended by proseminars that introduce students into network programming and demonstrate the abilities of advanced network technologies. Students practically verify configurations and management of network devices in the lab within the environment of the operating systems Linux and Cisco IOS. **Probability and Statistics** Students will learn the basics of probabilistic thinking, the ability to synthesize prior and posterior information and learn to work with random variables. They will be able to apply basic models of random variable distributions and solve applied probabilistic problems in informatics and computer science. Using the statistical induction they will be able to perform estimations of unknown distributional parameters from random sample characteristics. They will also be introduced to the methods for testing statistical hypotheses and determining the statistical dependence of two or more random variables. Programming and Algorithmics 1 Students gain the ability to formulate algorithms for solving basic problems and write them in the C language. They understand data types (simple, structured, pointers), expressions, statements, functions, concept of recursion. They learn to analyse simple cases of algorithm complexity. They know fundamental algorithms for searching, sorting, and manipulating with linked lists and trees BI-PA2.21 Programming and Algorithmics 2 Students know the instruments of object-oriented programming and are able to use them for specifying and implementing abstract data types (stack, queue, enlargeable array, list, set, table). They learn these skills using the C++ programming language and are introduced to all C++ features needed in object-oriented programming (e.g., template programming, copying/moving of objects, operator overloading, inheritance, polymorphism). Computer Structure and Architecture Students will get acquainted with the basic architecture and units of a digital computer, understand the structure, function, and implementation of arithmetic-logic unit, controllers, memory, I/O communication, methods of data transfers between the units. The logic design and the implementation of a program-controlled simple processor is practically implemented in the labs using programmable circuits (FPGA), a single-chip microcomputer, and modern design (EDA) tools. Technological Fundamentals of Computers Students get acquainted with the fundamentals of digital and analog circuits, as well as basic methods of analyzing them. Students learn how computer structures look like at the lowest level. They are introduced to the function of a transistor. They will understand why processors generate heat, why cooling is necessary, and how to reduce the consumption; what the limits to the maximum operating frequency are and how to raise them; why a computer bus needs to be terminated, what happens if it is not; how a computer power supply looks like (in principle). In the labs, students model the behavior of basic electrical circuits in SW Mathematica. BI-GIT.21 **SW Development Technologies** 3 This course is aimed at one of the rudimental team software development technology - version control. To be more specific, we will introduce students to Git, the information manager from hell, as Linus Torvalds nicknamed it, and provide a comprehensive guide into its depths, as well as for day-to-day use. BI-TDP.21 **Documentation and Presentation** ΚZ 3 The course is focused on the basics of creating electronic documentation with emphasis on the creation of technical reports of a larger scope, typically final university theses. Students exercises of the course, an active approach to the creation of individual parts of the bachelor's thesis is assumed.

learn to create text of a technical report in the LaTeX system, process an electronic presentation using the LaTeX Beamer system, and practically present it in front of classmates and the teacher. The course is intended primarily for those students who have chosen the topic of their bachelor's thesis or will choose it within the first 14 days of teaching. Within the

Unix-like Operating Systems

Unix-like operating systems represent a large family mostly open-source codes that kept bringing during the history of computers efficient innovative functions of multiuser operating systems for computers and their networks and clusters. The most popular OS today, Android, has a unix kernel. Students get overview of basic properties of this OS family, such as processes and threads, access rights and user identity, filters, or handling files in a file system. They learn to use practically these systems at the level of advanced users who are not only able to utilize powerful system tools that are available to users, but are also able to automatize routine agenda using the unix scripting interface, called shell.

Name of the block: Compulsory courses in the specialization

Minimal number of credits of the block: 45

The role of the block: PS

Code of the group: BI-PS-PG.21

Name of the group: Compulsory Courses of Specialization Computer Graphics, version 2021

Requirement credits in the group: In this group you have to gain 45 credits

Requirement courses in the group: In this group you have to complete 9 courses

Credits in the group: 45 Note on the group:

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
BI-LA2.21	Linear Algebra 2 Daniel Dombek, Lud k Kleprlík, Karel Klouda, Marta Nollová, Jakub Šístek Lud k Kleprlík Karel Klouda (Gar.)	Z,ZK	5	2P+2C	L	PS
BI-MVT.21	Modern Visualisation Technologies Ji í Chludil, Petr Pauš Petr Pauš Petr Pauš (Gar.)	Z,ZK	5	2P+2C	Z	PS
BI-MGA.21	Multimedia and Graphics Applications Ji í Chludil, Lukáš Ba inka, Jan Buriánek, Šimon Tan v Lukáš Ba inka Ji í Chludil (Gar.)	Z,ZK	5	2P+2C	Z	PS
BI-PGR.21	Computer graphics programming Petr Felkel, Jaroslav Sloup Jaroslav Sloup Petr Felkel (Gar.)	Z,ZK	5	2P+2C	L	PS
BI-PGA.21	Programming of Graphic Applications Ji í Chludil, Radek Richtr Radek Richtr Radek Richtr (Gar.)	Z,ZK	5	2P+2C	Z	PS
BI-PYT.21	Python Programming Martin Šlapák, Ji í Hanuš, Ond ej Bouchala, Mohamed Bettaz, Jan Šafa ík Martin Šlapák Martin Šlapák (Gar.)	KZ	5	3C	Z,L	PS
BI-SWI.21	Software Engineering Michal Valenta, Ji í Mlejnek, Zden k Rybola Zden k Rybola Michal Valenta (Gar.)	Z,ZK	5	2P+1C	L	PS
BI-SVZ.21	Machine vision and image processing Marcel Ji ina, Jakub Novák, David Kramný, Justýna Frommová Jakub Novák Marcel Ji ina (Gar.)	Z,ZK	5	2P+2C	L,Z	PS
BI-TUR.21	User Interface Design Jan Schmidt Jan Schmidt (Gar.)	Z,ZK	5	2P+2C	L	PS

Characteristics of the courses of this group of Study Plan: Code=BI-PS-PG.21 Name=Compulsory Courses of Specialization Computer Graphics, version 2021

BI-LA2.21 Z,ZK Linear Algebra 2 Studenti si v tomto p edm tu rozší í znalosti z p edm tu BI-LA1, kde se pracovalo pouze s vektory ve form n-tic ísel. Zde si zavedeme vektorový prostor v abstraktní obecné form Seznámíme se také s pojmem skalární sou in a lineární zobrazení, což nám dovolí ukázat souvislost s lineární algebrou, geometrií a po íta ovou grafikou. Dalším velkým tématem bude numerická lineární algebra, kde si ukážeme potíže s ešením soustav lineárních rovnic na po íta i a možnosti, jak se s tímto problémem vypo ádat s d razem na rozklady matic. Ukážeme si také aplikace lineární algebry v r zných oborech.

BI-MVT.21 Modern Visualisation Technologies

Z,ZK

The goal of the course is to give an overview of modern visualization technologies and their principles, namely technologies related to virtual and augmented reality, visualization on high resolution displays (e.g., SAGE and video mapping) and their applications in practice. Several lectures deal with the content creation for the mentioned technologies, namely fractal and procedural visualization, scientific data visualization, and 3D model scanning.

BI-MGA.21 Multimedia and Graphics Applications

Z,ZK 5

Students get acquainted with multimedia technologies and applications for 2D/3D bitmap and vector graphics. During the course, current tools for working with images, videos, 3D graphics and animation will be introduced. Students learn several basic techniques of creation and editing content in computer graphics, introduction to graphic formats, and compression technologies. They learn to use multimedia transmission and representation systems, including real-time multimedia processing. They understand the principle of operation and use of graphics processing cards. They gain a number of practical skills, such as vectorizing raster images, retouching photos, or creating 3D models.

BI-PGR.21 Computer graphics programming

Z.ZK

After attending this curse, students can program a simple interactive 3D graphical application like a computer game or scientific visualization, design the scene, add textures imitating geometric details and materials (like wall surface, wood, sky), and set up the lighting. At the same time, they understand the fundamental principles and terms used in computer graphics, such as graphical pipeline, geometric transformations, or lighting model. They gain knowledge allowing orientation in computer graphics and representing solid fundamentals for your professional development, e.g., GPU programming and animations. They get used to techniques utilized in geometric modeling, modeling curves and surfaces, and scientific visualization.

Programming of Graphic Applications

The course will present the possibilities of current professional open-source tools for image editing, video editing, 3D animation (GIMP, Blender) and their use for visualization of specific data (3D scenes, mathematical data). Emphasis will be placed on the possibilities of further enhancement of the presented software tools, both using built-in scripting languages and by implementation of plugins.

BI-PYT.21 Python Programming

5

The aim of the course is to get acquainted with basic efficient control and data structures of the Python programming language for text and binary data processing. The differences between philosophy of programming in Python and in other programming languages will be explained. Each topic is prepared for students in the format of a Jupyter notebook, which enables greater accent to individual student work. Before each lab, students pass a short test on the last week topic. Four homeworks plus a semester work will be assigned during the semester.

BI-SWI.21 Software Engineering

Students get acquainted with methods of analysis and design of larger software projects that are typically designed and implemented in teams. They consolidate and practically verify their knowledge during the analysis and design of larger software systems that will be developed in the concurrent course BIE-SP1. Students get hands-on experience with CASE tools using the visual language UML for modeling and solving software problems. Students learn the basics of object-oriented analysis, architecture design and testing. Within the course, students also gain a theoretical basis in the field of project management, estimation of costs of software projects, and methods of their development.

BI-SV7 21 Machine vision and image processing

Z,ZK

Camera systems are becoming a common part of life by being universally available. Related to this phenomenon is the need to process and evaluate image information. The course introduces students to different types of camera systems and a variety of methods for image and video processing. The course is focused on practical use of camera systems for solving problems of practice that the graduates may encounter.

BI-TUR.21 User Interface Design

Z,ZK

Students gain a basic overview of methods for designing and testing common user interfaces. They get experience to solve the problems where software and other products do not communicate with the user optimally, since the needs and characteristics of users are not taken into account during product development. Students gain an overview of methods that bring users into the development process to ensure optimal interface for them.

Name of the block: Compulsory elective courses

Minimal number of credits of the block: 5

The role of the block: PV

Code of the group: BI-PV-PG.21

Name of the group: Compulsory elective courses for the specialization Computer Graphics, version 2021

Requirement credits in the group: In this group you have to gain at least 5 credits (at most 10)

Requirement courses in the group: In this group you have to complete at least 1 course (at most 2)

Credits in the group: 5 Note on the group:

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Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
BI-SP2.21	Team Software Project 2 Stanislav Kuznetsov, Michal Valenta, Ji í Chludil, Ji í Mlejnek, Ji í Hunka, Zden k Rybola, Ji í Borský, Jan Matoušek, Radek Richtr, Ji í Mlejnek Ji í Mlejnek (Gar.)	KZ	5	2C	Z	PV
BI-VHS.21	Virtual game worlds Radek Richtr Radek Richtr (Gar.)	Z,ZK	5	2P+2C	Z	PV

Characteristics of the courses of this group of Study Plan: Code=BI-PV-PG.21 Name=Compulsory elective courses for the specialization Computer Graphics, version 2021

BI-SP2.21 Team Software Project 2
Students gain hands-on experience with the iterative development process while working on a large-scale software project. The first iteration is the result of the BIE-SP1 course project. However, in this follow-up, the functionality, testing, and documentation of the software system being developed will be emphasized. Students will work in teams of 4-6 people. The teacher, in the role of the team and project leader, regularly consults with the team (at the seminars) the formal as well as material aspects of their solution.

BI-VHS.21 Virtual game worlds

Z,ZK
5

In the course students learn methods to create a complex virtual world. It is a follow-up course of basic courses of the PG specialization (BIE-MGA, BIE-PGR). Students gain knowledge of the theory of game design, of principles of writing dialogues and characters in order to create a functional virtual world. Within the labs they get practical skills within team development work on the semester project.

Name of the block: Povinná t lesná výchova, sportovní kurzy

Minimal number of credits of the block: 0

The role of the block: PT

Code of the group: BI-PT.21

Name of the group: Compulsory Physical Education, version 2021

Requirement credits in the group:

Requirement courses in the group: In this group you have to complete at least 2 courses (at most 7)

Credits in the group: 0

Note on the group:

The student is obliged to successfully complete two courses of this group.

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
TVK1	Physical Education Luboš Neuman Ji í Drnek (Gar.)	Z	1		L,Z	PT
TVV	Physical education	Z	0	0+2	Z,L	PT
TV1	Physical Education	Z	0	0+2	Z	PT
TVV0	Physical education	Z	0	0+2	Z,L	PT
TV2	Physical Education	Z	0	0+2	L	PT
TVKLV	Physical Education Course	Z	0	7dní	L	PT
TVKZV	Physical Education Course	Z	0	7dní	Z	PT

Characteristics of the courses of this group of Study Plan: Code=BI-PT.21 Name=Compulsory Physical Education, version 2021

TVK1	Physical Education	Z	1
TVV	Physical education	Z	0
TV1	Physical Education	Z	0
TVV0	Physical education	Z	0
TV2	Physical Education	Z	0
TVKLV	Physical Education Course	Z	0
TVKZV	Physical Education Course	Z	0

Name of the block: Povinná zkouška z angli tiny

Minimal number of credits of the block: 2

The role of the block: PJ

Code of the group: BI-ZKA.21

Name of the group: English Language Exam

Requirement credits in the group: In this group you have to gain at least 2 credits (at most 4)

Requirement courses in the group: In this group you have to complete 1 course

Credits in the group: 2

Note on the group:

BI-ANG, ending with an exam for two credits, is enrolled by students who have completed preparator English courses and have a credit from the BI-A2L course.

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br> BI-ANG1, ending with an exam for two credits, is enrolled by students who prepared for the exam independently and do not have credit from BI-A2L. These students must complete a credit paper before their own exam. After passing the exam, the student will also be recognized for the course BI-ANGS (Independent preparation for the English exam) for 2 credits.

The BIE-ECC course can be recognized for any active semester after the submission of a external certificate at the level of at least B2 according to the Common European Framework of Reference.

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
BI-ANG1	English Language Examination without Preparatory Courses Kate ina Valentová Kate ina Valentová (Gar.)	Z,ZK	2	2D	L	PJ
BIE-EEC	English language external certificate Zden k Muziká Zden k Muziká Zden k Muziká (Gar.)	Z	4	2D	L	PJ
BI-ANG	English Language, Internal Certificate Kate ina Valentová Kate ina Valentová (Gar.)	ZK	2	2D	Z,L	PJ

Characteristics of the courses of this group of Study Plan: Code=BI-ZKA.21 Name=English Language Exam

BI-ANG1	English Language Examination without Preparatory Courses	Z,ZK	2				
BIE-EEC	English language external certificate	Z	4				
The BIE-ECC course ca	The BIE-ECC course can be recognized for any active semester after the submission of a certificate certificate that demonstrates their proficiency in English comparable to or exceeding						
the B2 level of the Com	mon European Framework of Reference for Languages.						
BI-ANG	English Language, Internal Certificate	ZK	2				
Course information and	Course information and teaching materials can be found at https://moodle-vyuka.cvut.cz/course/search.php?search=BI-ANG						

Name of the block: Elective courses
Minimal number of credits of the block: 0

The role of the block: V

Code of the group: BI-V.2021

Name of the group: Purely Elective Courses of Bachelor Programme Informatics, version from 2021/22 till

2024/25

Requirement credits in the group: Requirement courses in the group:

Credits in the group: 0

Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Tutors, authors and guarantors (gar.)	Completion	Credits	Scope	Semester	Role
BI-ADW.1	Windows Administration Ji í Kašpar, Miroslav Prágl Miroslav Prágl (Gar.)	Z,ZK	4	2P+1C	Z	V
BI-ALO	Algebra and Logic Jan Starý Jan Starý Jan Starý (Gar.)	Z,ZK	4	2P+1C	L	V
BI-AVI.21	Algorithms visually Lud k Ku era Lud k Ku era (Gar.)	Z,ZK	4	2P+1C	L	V
BI-A2L	English language, preparation for the B2 level exam Kate ina Valentová Kate ina Valentová (Gar.)	Z	2	2C	L	V
BI-APJ	Aplication Programming in Java Ji í Dan ek	Z,ZK	4	2P+1R+1C	Z	V
NI-AFP	Applied Functional Programming Robert Pergl, Marek Suchánek, Daniel N mec Robert Pergl Robert Pergl (Gar.)	KZ	5	2P+1C	L	V
BIE-ZUM	Artificial Intelligence Fundamentals Pavel Surynek	Z,ZK	4	2P+2C	L	V

BI-BLE	Blender Lukáš Ba inka Lukáš Ba inka Lukáš Ba inka (Gar.)	Z,ZK	4	2P+2C	L	V
NI-DSP	Database Systems in Practes Tomáš Vichta Tomáš Vichta Tomáš Vichta (Gar.)	Z,ZK	4	2P+1C	L	V
BI-STO	Storage and Filesystems	Z,ZK	4	2P+2C	L,Z	V
NI-PSD	Public Services Design David Pešek, Ond ej Brém David Pešek Ond ej Brém (Gar.)	KZ	4	1P+2C		V
BIE-DIF	Differential equations Antonella Marchesiello, Jan Valdman, Ond ej Bouchala Tomáš Kalvoda Ond ej Bouchala (Gar.)	Z,ZK	5	2P+2C	L	V
NI-DZO	Digital Image Processing	Z,ZK	4	2P+1C	L	V
NI-DDM	Distributed Data Mining	KZ	4	3C	L	V
BI-EP1.24	Effective programming 1 Martin Ka er Martin Ka er (Gar.)	KZ	4	2P+2C	Z	V
BI-EP2	Efficient Programming 2 Martin Ka er Martin Ka er Martin Ka er (Gar.)	KZ	4	2P+2C	L	V
BI-ANGK	English language, contact preparation for the B2 level exam Kate ina Valentová (Gar.)	Z	2	2C	Z,L	V
BI-EJA	Enterprise Java Ji í Dan ek	Z,ZK	4	2P+2C	L	V
BI-EJK	Enterprise Java and Kotlin Ji í Dan ek Ji í Dan ek Ji í Dan ek (Gar.)	Z,ZK	4	2P+2C	L	V
BI-FMU	Financial and Management Accounting David Buchtela	Z,ZK	5	2P+2C	Z	V
BI-HAM	HW accelerated network traffic monitoring Tomáš ejka, Karel Hynek Tomáš ejka Tomáš ejka (Gar.)	KZ	4	2P+1C	L	V
BI-HMI	History of Mathematics and Informatics Alena Šolcová Alena Šolcová (Gar.)	Z,ZK	3	2P+1C	L	V
BI-ARD	Interactive applications on Arduino Jan ezní ek, Ji í Cvr ek, Robert Hülle, Vojt ch Miškovský Robert Hülle Robert Hülle (Gar.)	KZ	4	3C	L	V
NI-IAM	Internet and Multimedia Ji í Melnikov	Z,ZK	4	2P+1C	L	V
BIE-CSI	Introduction to Computer Science Christoph Kirsch Christoph Kirsch (Gar.)	Z	2	2C	Z	V
FITE-EHD	Introduction to European Economic History Tomáš Evan	Z,ZK	3	2P+1C	L	V
BIE-IMA2	Introduction to Mathematics 2	Z	2	1C	Z	V
BI-CS2	Karel Klouda C# language and data access Pavel Št pán Pavel Št pán (Gar.)	KZ	4	0P+3C	Z	V
BI-CS3	Language C# - design of web applications Pavel Št pán Pavel Št pán Pavel Št pán (Gar.)	KZ	4	3C	Z	V
BI-SQL.1	Language SQL, advanced Michal Valenta Michal Valenta Michal Valenta (Gar.)	KZ	4	3C	L	V
BI-QAP	Quantum algorithms and programming	KZ	5	1P+2C	Z	V
NI-LSM	Tomáš Kalvoda, Ivo Petr Ivo Petr Ivo Petr (Gar.) Statistical Modelling Lab	KZ	5	3C	L	V
BI-HAS	Kamil Dedecius Kamil Dedecius (Gar.) Human Aspects in Cryptography and Security	Z,ZK	5	2P+1C	Z	V
NI-MPL	Ivana Trummová Ivana Trummová Ivana Trummová (Gar.) Managerial Psychology	ZK	2	2P	Z,L	V
NI-MSI	Jan Fiala Jan Fiala Jan Fiala (Gar.) Mathematical Structures in Computer Science	Z,ZK	4	2P+1C	L	V
BI-MPP.21	Jan Starý Methods of interfacing peripheral devices Miroslav Skrbek Miroslav Skrbek (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-MIT	Mikrotik technologies	KZ	3	1P+2C	Z	V
NI-MOP	Jan Fesl Jan Fesl (Gar.) Modern Object-Oriented Programming in Pharo In Plini and Papert Power Power (Car.)	KZ	4	3C	Z	V
BI-MVT.21	Jan Blizni enko Robert Pergl Robert Pergl (Gar.) Modern Visualisation Technologies li i Chludil Petr Pous Petr Pous Petr Pous (Cor.)	Z,ZK	5	2P+2C	Z	V
BI-MMP	Ji í Chludil, Petr Pauš Petr Pauš (Gar.) Multimedia team project Zda ka pakaná Zda ka pakaná (Gar.)	KZ	4	3C	Z,L	V
BI-ORL	Zde ka echová Zde ka echová (Gar.) Operations Research and Linear Programming	KZ	5	1P+2C	L	V
NI-OLI	Dušan Knop Dušan Knop Dušan Knop (Gar.) Linux Drivers Misseley State to Leveley Beyerla's Misseley State to (Gar.)	Z,ZK	4	2P+2C	L	V
BI-ACM	Miroslav Skrbek, Jaroslav Borecký Jaroslav Borecký Miroslav Skrbek (Gar.) Programming Practices 1	KZ	5	4C	L	V
BI-ACM2	Tomáš Valla Tomáš Valla (Gar.) Programming Practices 2	KZ	5	4C	Z	V
BI-ACM3	Ond ej Suchý, Tomáš Valla Tomáš Valla (Gar.) Programming Practices 3	KZ	5	4C	L	V
DI-UOINIO	Ond ej Suchý, Tomáš Valla Tomáš Valla Tomáš Valla (Gar.)	r\Z		40	L	v v

BI-ACM4	Programming Practices 4 Ond ej Suchý, Tomáš Valla Tomáš Valla Ond ej Suchý (Gar.)	KZ	5	4C	Z	V
BI-AND.21	Programming for the Android Operating System Jan Mottl, Jan Vep ek, Marek Kodr, Petr Šíma Jan Mottl Marek Kodr (Gar.)	KZ	4	3C	L	V
BI-CS1	Programming in C# Pavel Št pán, Helena Wallenfelsová Helena Wallenfelsová Pavel Št pán (Gar.)	KZ	4	3C	L,Z	V
BI-PJV	Programming in Java Miroslav Balík, Jan Blizni enko, Ji í Borský, Jan Zimolka Miroslav Balík Miroslav Balík (Gar.)	Z,ZK	4	2P+2C	Z,L	٧
BI-PJS.1	JavaScript Programming Old ich Malec	KZ	4	3C	L	V
BI-KOT	Programing in Kotlin Ji í Dan ek Ji í Dan ek Ji í Dan ek (Gar.)	Z,ZK	4	2P+2C	L	V
NI-PSL	Programming in Scala Ji í Dan ek Ji í Dan ek Ji í Dan ek (Gar.)	Z,ZK	4	2P+1C	Z	V
BI-PMA	Programming in Mathematica	Z,ZK	4	2P+2C	Z,L	V
BI-PHP.1	Zden k Buk Zden k Buk Zden k Buk (Gar.) Programing in PHP	KZ	4	3C	Z	V
BI-PS2	Programming in shell 2	Z,ZK	4	2P+2C	L	V
NI-PDD	Lukáš Ba inka Data Preprocessing	Z,ZK	5	2P+1C	Z	V
	Marcel Ji ina Marcel Ji ina Marcel Ji ina (Gar.) Introduction to mathematics	Z		2	 	-
BI-PKM	Tomáš Kalvoda Tomáš Kalvoda Tomáš Kalvoda (Gar.)		4		_	V
NI-REV	Reverse Engineering Josef Kokeš Josef Kokeš Josef Kokeš (Gar.)	Z,ZK	5	1P+2C	Z	V
BI-SCE1	Computer Engineering Seminar I Hana Kubátová Hana Kubátová (Gar.)	Z	4	2C	L,Z	V
BI-SCE2	Computer Engineering Seminar II Hana Kubátová Hana Kubátová Hana Kubátová (Gar.)	Z	4	2C	L,Z	V
BI-ST1	Network Technology 1 Alexandru Moucha Alexandru Moucha (Gar.)	Z	3	2C	Z	V
BI-ST2	Network Technology 2 Alexandru Moucha Alexandru Moucha (Gar.)	Z	3	3C	L	V
BI-ST3	Network Technology 3 Alexandru Moucha Alexandru Moucha (Gar.)	Z	3	2C	Z	V
BI-ST4	Network Technology 4 Alexandru Moucha (Gar.)	Z	3	2C	L	V
BI-SKJ.21	Scripting Languages	Z,ZK	4	2+2	L	V
BI-SOJ	Lukáš Ba inka, Jan Ž árek Lukáš Ba inka Jan Ž árek (Gar.) Machine Oriented Languages	Z,ZK	4	2P+2C	L	V
FIT-SEP	World Economy and Business	Z,ZK	4	2P+2C		V
	Tomás Evan World Economy and Business		-		-	
BI-SEP	Tomáš Evan Tomáš Evan Tomáš Evan (Gar.)	Z,ZK	4	2P+2C	L	V
NI-SYP	Parsing and Compilers Jan Janoušek Jan Janoušek (Gar.)	Z,ZK	5	2P+1C	Z	V
BI-GIT	Version control system GIT Petr Pulc	KZ	2	16P	Z,L	V
BIE-SEG	Systems Engineering Christoph Kirsch Christoph Kirsch (Gar.)	Z	0	2C	Z	V
TVK1	Physical Education Luboš Neuman Ji í Drnek (Gar.)	Z	1		L,Z	V
TVV	Physical education	Z	0	0+2	Z,L	V
TV1	Physical Education	Z	0	0+2	Z	V
TVV0	Physical education	Z	0	0+2	Z,L	V
TV2	Physical Education	Z	0	0+2	L	V
TV2K1	Physical Education 2	 Z	1		L,Z	V
TVKLV	Physical Education Course	 	0	7dní	L	V
TVKZV	Physical Education Course	Z	0	7dní	Z	V
BI-TS1	Theoretical Seminar I		4	2C	Z	V
BI-TS2	Dušan Knop, Ond ej Suchý, Tomáš Valla Tomáš Valla Tomáš Valla (Gar.) Theoretical Seminar II		4	2C	L	V
	Dušan Knop, Ond ej Suchý, Tomáš Valla Tomáš Valla Ond ej Suchý (Gar.) Theoretical Seminar III					-
BI-TS3	Ond ej Suchý, Tomáš Valla Tomáš Valla (Gar.) Theoretical Seminar IV	Z	4	2C	Z	V
BI-TS4	Ond ej Suchý, Tomáš Valla Tomáš Valla Tomáš Valla (Gar.)	Z	4	2C	L	V
BI-TDA	Test driven architecture Marek Hakala	KZ	4	2P+1C	Z,L	V

NI-TSP	Testing and Reliability Petr Fišer Martin Da hel Petr Fišer (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-QUA	Quality Assurance Marek Kodr, Martin Pilný, Kate ina Kalášková Kate ina Kalášková Marek Kodr (Gar.)	KZ	4	3C	Z	V
FI-TOP	Academic writing Tomáš Nová ek	Z	2	10B	Z	V
BI-CCN	Compiler Construction Christoph Kirsch Christoph Kirsch (Gar.)	Z,ZK	5	2P+1C	L	V
BI-TEX	TeX and Typography Petr Olšák Petr Olšák Petr Olšák (Gar.)	Z,ZK	4	2P+1C	L	V
BI-EHD	Introduction to European Economic History Tomáš Evan Tomáš Evan Tomáš Evan (Gar.)	Z,ZK	3	2P+1C	Z,L	V
BI-KSA	Cultural and Social Anthropology Tomáš Houdek, Alena Libánská, Jakub Šenovský Jakub Šenovský Alena Libánská (Gar.)	ZK	2	2P	Z,L	V
BI-ULI	Introduction to Linux Zden k Muziká, Petr Zemánek, Jan Ž árek Zden k Muziká Zden k Muziká (Gar.)	Z	2	4D	Z	V
BI-OPT	Introduction to Optical Networks Pavel Tvrdík	Z,ZK	4	2P+1C	Z	V
NI-VCC	Virtualization and Cloud Computing Tomáš Vondra, Jan Fesl Tomáš Vondra (Tomáš Vondra (Gar.)	Z,ZK	5	2P+1C	L	V
BI-VHS	Virtual game worlds Radek Richtr	ZK	4	2P+2C	Z	V
BI-VR1	Virtual reality I Petr Pauš, Petr Klán Petr Klán (Gar.)	KZ	4	2P+2C	L,Z	V
BI-VR2	Virtual reality II Petr Klán Petr Klán Petr Klán (Gar.)	KZ	3	1P+2C	L	V
BI-VAK.21	Selected Applications of Combinatorics Michal Opler Michal Opler Michal Opler (Gar.)	Z	3	2R	L	V
BI-VMM	Selected Mathematical Methods Marzieh Forough Tomáš Kalvoda Tomáš Kalvoda (Gar.)	Z,ZK	4	2P+2C	L	V
NI-VYC	Computability Jan Starý Jan Starý (Gar.)	Z,ZK	4	2P+2C	L	V
BI-ZS10	Bachelor internship abroad for 10 credits Zden k Muziká Zden k Muziká (Gar.)	Z	10		Z,L	V
BI-ZS20	Bachelor internship abroad for 20 credits Zden k Muziká Zden k Muziká (Gar.)	Z	20		Z,L	V
BI-ZS30	Bachelor internship abroad for 30 credits Zden k Muziká Zden k Muziká (Gar.)	Z	30		Z,L	V
BI-ZIVS	Intelligent Embedded System Fundamentals Miroslav Skrbek Miroslav Skrbek (Gar.)	KZ	4	1P+3C	Z	V
BI-ZPI	Process engineering Robert Pergl Robert Pergl (Gar.)	KZ	4	1P+2C	L	V
BI-ZNF	PHP Framework Nette - basics Ji í Chludil	KZ	3	2P+1C	L	V
BI-IOS	Fundamentals of iOS Application Development for iPhone and iPad Rostislav Babá ek, Igor Rosocha Martin P Ipitel Martin P Ipitel (Gar.)	KZ	4	2C	Z	V
BI-ZWU	Introduction to Web and User Interfaces Lukáš Ba inka Lukáš Ba inka Jakub Klímek (Gar.)	Z,ZK	4	2P+2C	L	V
BI-3DT.1	3D Printing Miroslav Hron ok, Tomáš Sýkora Tomáš Sýkora Miroslav Hron ok (Gar.)	KZ	4	3C	L	V

Characteristics of the courses of this group of Study Plan: Code=BI-V.2021 Name=Purely Elective Courses of Bachelor Programme Informatics, version from 2021/22 till 2024/25

BI-MVT.21	Modern Visualisation Technologies	Z,ZK	5
The goal of the course	is to give an overview of modern visualization technologies and their principles, namely technologies related to virtual and au	igmented reality, v	visualization on
high resolution displays	(e.g., SAGE and video mapping) and their applications in practice. Several lectures deal with the content creation for the ment	ioned technologie	es, namely fractal
and procedural visualiz	ation, scientific data visualization, and 3D model scanning.		
TVK1	Physical Education	Z	1
TVV	Physical education	Z	0
TV1	Physical Education	Z	0
TVV0	Physical education	Z	0
TV2	Physical Education	Z	0
TVKLV	Physical Education Course	Z	0
TVKZV	Physical Education Course	Z	0
BI-ADW.1	Windows Administration	Z,ZK	4
This course is presente	d in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).		
BI-ALO	Algebra and Logic	Z,ZK	4
The course extends an	d deepens the study of topics touched upon in the basic course in logic.		

BI-AVI.21	Algorithms visually	Z,ZK	4
•	its other algorithm courses at FIT. It brings knowledge about particular important algorithms from different fields of the compute BI-AG1 and BI-AG2. A wide scope of covered subject is made possible due to using visualization bz Algovision (www.algovision.oi		-
- ·	ng the principles of algorithms easy.	gan,mp.//www.an	govision.orgægi,)
BI-A2L	English language, preparation for the B2 level exam	Z	2
	se corresponds to the preparation for the English exam at the B2 level. Requirements for course credit. Academic Achievements		
· -	age instructionMeet the requirements for writing assignments - Summary, Abstract, Argumentation PaperSucceed in both		
class of the term.	rate set at 70%80% and over in BOTH tests means ORAL EXAM ONLY (no written part). Requirements will be specified by	individual teacher	s during the first
BI-APJ	Aplication Programming in Java	Z,ZK	4
	ed in Czech. Advanced technologies in Java.	_,,	•
NI-AFP	Applied Functional Programming	KZ	5
	d in Czech. Functional programming represents one of the traditional programming paradigms. Traditional and novel functional		
=	the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, mas	tering this paradig	ım becomes a
BIE-ZUM	of a software engineer: the theory and especially the practice.	Z,ZK	4
_	Artificial Intelligence Fundamentals to the fundamentals to the fundamental problems in the Artificial Intelligence, and the basic methods for their solving. It focuses mainly on the clas	,	=
	ent systems, game theory, planning, and machine learning. Modern soft-computing methods, including the evolutionary algority		
be presented as well.			
BI-BLE	Blender	Z,ZK	4
	owledge of opensource program Blender from BI-MGA (Multimedia and Graphics Applications) course. It is intended for those Implete and practically oriented introduction to Blender environment. Students may continue to BI-PGA (Programming graphic		
NI-DSP	Database Systems in Practes	Z,ZK	4
This course is presente		2,21	-
BI-STO	Storage and Filesystems	Z,ZK	4
	rinciples and current solutions of storage systems architecture. The module explains principles of data store, protection, and a		storage scaling,
load balancing and hig			
NI-PSD	Public Services Design	KZ	4
	ce students to specifics of UX, Service design and development for public sector. We will look into the design and developmer signesr) as well as clients. In small teams students will work on projects from partner organizations and will try out collaboration.	•	
	dents-designers as well as clients.	on with cheft repr	esemanves.
BIE-DIF	Differential equations	Z,ZK	5
This course provides a	foundational overview of differential equations, starting with basic motivation and examples of ODEs and progressing to essentia		s like separation
	ems on existence and uniqueness establish when solutions can be guaranteed. Linear and system-based ODEs are covered to		
	lowed by examples of non-linear models such as predator-prey and epidemiological models to showcase real-world application (RDEs) system to show a concept to multi-veriable contexts. The course will also expect numerical methods for achieve ODEs	=	
•	tions (PDEs) extends these concepts to multi-variable contexts. The course will also cover numerical methods for solving ODI ods, Runge-Kutta methods, and finite element methods for both ODEs and PDEs.	es and PDES, incl	uding implicit
NI-DZO	Digital Image Processing	Z,ZK	4
	comprehensive overview of modern methods for interactive editing of digital images and video. It mainly deals with practical a		e both easy to
•	interesting theoretical basis. Visually attractive applications provide better understanding of basic theoretical background that is		
	sing. This course will introduce algorithms solving the following practical applications: edge-aware editing, tone mapping, HDR	-	-
	traction, hybrid images, gradient domain editing, seamless image stitching and cloning, digital photo-montage, color-to-gray c possible image deformation, free-form image registration, texture synthesis, interactive segmentation, colorization, painting, ac		
NI-DDM	Distributed Data Mining	ΚZ	4
	e-of-the-art approaches for distributed data mining and parallelization of machine learning algorithms. Students will gain hand	ls on experience	
·	work Apache Spark and with existing distributed DM / ML algorithms. They will learn principles of their parallel implementation	s and will be capa	able to propose
	ze other algorithms. The course is prezented in czech language.	1/7	
BI-EP1.24	Effective programming 1	KZ	4
The course is taught in BI-EP2	Efficient Programming 2	KZ	4
	t Programming 1. Students will practice implementation of algorithms by solving typical problems. Various ways of solving ind		=
	the best one and avoid implementation errors.	,	,
BI-ANGK	English language, contact preparation for the B2 level exam	Z	2
	se corresponds to the preparation for the English exam at the B2 level. Requirements for course credit. Academic Achieveme		
	age instructionMeet the requirements for writing assignments - Summary, Abstract, Argumentation PaperSucceed in both		
class of the term.	rate set at 70%80% and over in BOTH tests means ORAL EXAM ONLY (no written part). Requirements will be specified by	maividuai teachei	s during the first
BI-EJA	Enterprise Java	Z,ZK	4
	nced technologies in the Java programming language. The focus is on technologies for development of enterprise information		e connected to
a database and are ac	cessed through the web interface.		
BI-EJK			
	Enterprise Java and Kotlin	Z,ZK	4
	iced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise infor		
	iced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud.	mation systems w	rith microservice
BI-FMU	content of the conten	Z,ZK	rith microservice
BI-FMU The aim of the course is	iced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud.	Z,ZK particular accour	5 nting operations,
BI-FMU The aim of the course operations in accounts	roced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise infored edeployed to the cloud. Financial and Management Accounting s explanation of basic terms in the theory of accounting, the principles of balancing the property amounts and liabilities in the	Z,ZK particular accouration of bookkeep	5 ating operations, ing, description
BI-FMU The aim of the course in operations in accounts of economic operations. Business Inteligence m	loced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud. Financial and Management Accounting	Z,ZK particular accour ation of bookkeep ement accounting	5 hting operations, ing, description g are base of
BI-FMU The aim of the course operations in accounts of economic operations Business Inteligence m BI-HAM	roced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud. Financial and Management Accounting Financial and Management Accou	Z,ZK particular accouration of bookkeep ement accounting	5 htting operations, ing, description g are base of
BI-FMU The aim of the course in operations in accounts of economic operations. Business Inteligence m BI-HAM This course introduces	riced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud. Financial and Management Accounting Security	Z,ZK particular accouration of bookkeep ement accounting KZ 'he monitoring an	5 htting operations, ing, description g are base of 4 d analysis of
BI-FMU The aim of the course in operations in accounts of economic operations. Business Inteligence m BI-HAM This course introduces network traffic are man	roced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud. Financial and Management Accounting Financial and Management Accou	Z,ZK particular accourtion of bookkeep ement accounting KZ The monitoring an a source of inform	5 htting operations, ing, description g are base of 4 d analysis of nation and data
BI-FMU The aim of the course in operations in accounts of economic operations. Business Inteligence mellong BI-HAM This course introduces network traffic are man for analysis). The goals	riced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise inforce deployed to the cloud. Financial and Management Accounting sexplanation of basic terms in the theory of accounting, the principles of balancing the property amounts and liabilities in the and accounting statements including opening and closing of bookkeeping. The course provides students with a legal modificate based on current methods of double-entry bookkeeping for enterprising subjects in the Czech Republic. Principles of managedulus in Business information systems. HW accelerated network traffic monitoring students to modern and widely used technologies and principles in the area of network infrastructure and traffic monitoring. To datory skills to network operators (planning and development of resources and infrastructure) and security analysts alike (as	Z,ZK particular accourtion of bookkeep ement accounting KZ The monitoring an a source of inform	5 htting operations, ing, description g are base of 4 d analysis of nation and data

BI-HMI	History of Mathematics and Informatics	Z,ZK	3
his course is presente	Interactive applications on Arduino	KZ	4
	Interactive applications on Ardunio I for students of first grade of bachelor study as introduction to embedded systems. Students will learn how to design simple app	1 1	•
	peripherals with help of available libraries. The goal of the subject is to show varied software approaches to control embedded		
ot only on display of a	PC. Thanks to possible control on higher (objective) layer, this platform is frequently used for artist performance and therefore	re is suitable even	for Web and
oftware Engineering	students.	,	
I-IAM	Internet and Multimedia	Z,ZK	4
	ocused on principles and modern technologies for network transmissions of audiovisual (AV) signals. The syllabus includes a		
•	als (output), network communication protocols, device interfaces, codecs, data formats and stereoscopy. We will look at practions. Within the labs, students will practically assemble AV transmission chains using HW and SW technologies and verify the		
	of AV transmissions. Students will learn how to build Internet infrastructure for end-to-end AV transmissions from the recordin		•
audience.		9 ap 10	
IE-CSI	Introduction to Computer Science	Z	2
	class on Elementary Computer Science for broad audiences: bachelor students in computer science, students majoring in oth	er fields but interes	sted in compu
-	udents, anybody with a background in basic math and the desire to understand the absolute basics of computer science. The	-	
	oles of computer science for students to understand, early on, what computer science is, why things such as high-level progra		
	and even how, on a basic yet representative and practically relevant level. After taking the class, students are able to answer		-
an expected, or even	stions about themselves such as which courses to take next and which books to follow up with, ideally realizing if they are integral less than before	erestea in comput	er science mo
TE-EHD	Introduction to European Economic History	Z,ZK	3
	a selection of themes from the European economic history. It gives the student basic knowledge about forming of the global		_
	story. As European countries have been dominant actors in this process it focuses predominantly on their roles in the econon		
ea of Roman Empire	to fragmentation of the Middle Ages, from destruction of WWII to the current affairs, the development of modern financial ins	titutions is deciphe	ered. The cour
	d economic history of particular European countries but rather the impact of trade and role of particular events, institutions an	d organizations in	history. Class
	f a mixture of lecture and discussion.		
E-IMA2	Introduction to Mathematics 2	Z	2
	xtend knowledge of elementary functions and their properties. Students understand basic mathematical principles and they a	are able to apply th	iem in particu
amples.	C# language and data access	KZ	4
-CS2 e C# language and	C# language and data access data access data access course sudents several data access technologies - database, XML, NoSQL - on the Mic	1	•
	ed to retrieve data - Connection, Command, Data Reader and DataAdapter v ADO.NET. Next, they will learn to use current te	•	
	and updating data, integrated directly with the .NET platform languages, which enable LINQ use with Objects, XML and SQ		
	other objective is the Entity Framework - an object-relational mapper that enables .NET developers to work with relational data		
RM). This part of the	course introduces Code First, Database First, Model First approaches. The students will also get to know the Conceptual Mo	odel, Storage Mod	el and Mappi
ML description).			
I-CS3	Language C# - design of web applications	KZ	4
	roduced to current technologies in web application development on the .NET platform. They will acquire a comprehensive overvi	iew of the developr	nent possibilit
	rill learn to create WebAPI and to use it by client programs.	V7	4
I-SQL.1	Language SQL, advanced Deviledge obtained in BI-DBS. Students become familiar with advanced relational and non-relational features of SQL language. I	KZ	4
	ies, OLAP support, object-relational constructions. Part of the course is dedicated to practical database optimization from the po	•	
	clusters, index-organized tables, and materialized views. as well as from the point of view query optimization. Execution plan		
ll be discussed. Lect	ures will usually discuss SQL standard, but many features will be demonstrated on Oracle DBMS. Seminars are based on Oracle DBMS.	acle DBMS and pa	artially on
stgreSQL.			
-QAP	Quantum algorithms and programming	KZ	5
	students hands-on experience with quantum computers and their programming. We focus on fundaments of quantum mechanic	· · · · · · · · · · · · · · · · · · ·	_
_	ams showing advantages and limitations of quantum computing. During tutorials students work in open-source software developed the large of PLIAA and PLIAA (or PLIAN) is processory. Proving a completion of PLIAA as PLIAA	•	
	nowledge of linear algebra at the level of BI-LA1 and BI-LA2 (or BI-LIN) is necessary. Previous completion of BI-MA2 or BI-VI . No previous knowledge of physics is assumed.	www and experienc	e with Pythol
-LSM	Statistical Modelling Lab	KZ	5
	on a single and multi-target tracking. The student both learns the existing methods and tries to implement them. The stress is		_
=	nd its modeling using numpy and scipy. The second half of the semester is focused on the design of methods and algorithms,	•	
this point, the subje	ct is on the border of own research and may result in the topic of final work (diploma or bachelor thesis).		
-HAS	Human Aspects in Cryptography and Security	Z,ZK	5
is course is for stude	ents interested not only in technical scope of computer science, but also in making products usable - for users and for develop	pers. Students of the	nis course ca
	edge to design, plan and analyse their own projects in the context of human-centered security.		
-MPL	Managerial Psychology	ZK	2
-MSI	Mathematical Structures in Computer Science	Z,ZK	4
	s of programming languages. Data types as continous lattices, Scott topology. Procedures as continuous mappings. The Sco	tt model of lambda	a calculus.
roduction to categor	· · · · · · · · · · · · · · · · · · ·		
-MPP.21	Methods of interfacing peripheral devices	Z,ZK	5 CD) The saw
	on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Univ	•	-
	and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of lion development, and APIs of selected devices.	OSD UEVICES, LINU	x and windol
-MIT	Mikrotik technologies	KZ	3
	the subject stands in the introduction of the RouterOS operating system and some network Mikrotik technologies which are		_
	providers (ISPs). The students learn how to use and create the architectures of the network solutions which are based on the		
ddle internet service	e and practically deploy them. The successful completion of this subject requires the previous knowledge of elementary compute		
	s and practically deploy them. The successful completion of this subject requires the previous knowledge of elementary compute	0	
d how to administrate	e data-link, network and transport layer of the OSI model.	0	

NI-MOP Modern Object-Oriented Programming in Pharo	KZ	4
Object-oriented programming is currently one of the most widespread paradigms of software creation, especially enterprise information systems, where the software creation is currently one of the most widespread paradigms of software creation, especially enterprise information systems, where the software creation is currently one of the most widespread paradigms of software creation, especially enterprise information systems, where the software creation is currently one of the most widespread paradigms of software creation.	nere its ability to na	atural abstraction
is used to build complex modern applications. In this course, we build on the knowledge acquired in the course BI-OOP and aim to further deepen the	•	•
of object systems in modern pure object system Pharo (https://pharo.org). The course focuses on individual approach to students, their development		
addition to deepening object programming skills, which are generally applicable in other OO languages, students will also gain the opportunity to w		· ·
technologies in terms of semestral work with the possibility of cooperation with practice and related bachelor, diploma, postgraduate our direct invo		
BI-MMP Multimedia team project	KZ	4
This course is presented in Czech.	1/7	
BI-ORL Operations Research and Linear Programming	KZ	5
The subject aims to introduce students to the issues of operational research and primarily to the practical application of linear programming as a full control research primarily focuses on the use of engineering methods (with a methods the linear programming as a full control research primarily focuses on the use of engineering methods (with a methods the linear programming as a full control research primarily focuses on the use of engineering methods (with a methods the linear programming as a full control research primarily focuses on the use of engineering methods (with a methods the linear programming as a full control research primarily focuses on the use of engineering methods (with a methods the linear programming as a full control research primarily focuses on the use of engineering methods (with a method for the linear programming as a full control research primarily for use of engineering methods (with a method for the linear programming as a full control research primarily for use of engineering methods (with a method for the linear programming as a full control research primarily for use of engineering methods (with a method for the linear programming as a full control research programming as a		ation technique.
Operational research primarily focuses on the use of engineering methods (with a mathematical background) to solve practical problems (such as I		4
NI-OLI Linux Drivers	Z,ZK	
The Linux operating system is an important operating system for personal computer and also for embedded systems. Systems on chip and combining increase the variability of peripheral subsystems requiring specific software drivers. This course is an advanced course in the Linux driver development.		
course provides knowledge of Linux operating system architecture, principles of development of various types drivers, including practical experience		iddenio. The
BI-ACM Programming Practices 1	KZ	5
This is a selective course for preparing talented student for representation in international programming contests.	1 112	, ,
BI-ACM2 Programming Practices 2	KZ	5
This is a selective course for preparing talented student for representation in international programming contests.	1 112	, ,
BI-ACM3 Programming Practices 3	KZ	5
This is a selective course for preparing talented student for representation in international programming contests.	112	
BI-ACM4 Programming Practices 4	KZ	5
This is a selective course for preparing talented student for representation in international programming contests.	1 112	, ,
BI-AND.21 Programming for the Android Operating System	KZ	4
This course is presented in Czech.	1 112	
BI-CS1 Programming in C#	KZ	4
The goal of the course is to introduce .NET Framework as a multi-language development platform. Then, programming language C#, its fundament		1 -
operators, arrays, loops, definitions and calls of functions will be discussed. Attention is focused on the object oriented programming in C# - class d		
constructors, methods, properties, static members, Garbage Collector, inheritance and polymorphism, collections, delegates, and generics. Debug		_
well as work with files are emphasized.		
BI-PJV Programming in Java	Z,ZK	4
This course is presented in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).		
BI-PJS.1 JavaScript Programming	KZ	4
Main goal of the course is an introduction to Javascript programming. Students will learn also best practices and will use tool that eases development	· ·	
recommended for students of BIE-WSI-WI.2015 branch of study and do not have required knowledge to register for BIE-TWA.1. They should register	for this course in the	neir 4th semester
of study.	T =	
BI-KOT Programing in Kotlin	Z,ZK	4
Kotlin is a modern, statically-styled object-functional language that exploits the extensive Java language ecosystem while delivering a number of ac	0 0	
The language is fully Java compliant and allows for mixed projects that preserve existing parts written in Java, and continue with the development of with minimum of boiler-plate code. Last but not least, Kotlin is suitable for designing of DSLs (Domain-Specific Languages).	ir a modern, object	t-functional way
	Z,ZK	1
NI-PSL Programming in Scala The course introduces the modern programming language Scala which exploits object-functional paradigm. Scala comprises advance language fea		4
advance standard library. Scala enables to use of applications functional patterns e.g. H-List, Monads, etc. Scala is used by many powerful framework		-
Scalaz, etc.	s and libraries e.g.	i iay, Cassaridia,
BI-PMA Programming in Mathematica	Z,ZK	4
Students will be working with modern technical and scientific software. Students will learn how to use different programming styles (functional programming styles)		1
etc.), how to create dynamic interactive applications and visualisations, data processing and presentations.	ag, raio bao	ou programmig,
BI-PHP.1 Programing in PHP	KZ	4
The course is taught in Czech Main goal of the course is an introduction to PHP - language and technology. Students will learn also best practices	1	I
development in PHP. The course is recommended for students of BIE-WSI-WI.2015 branch of study and do not have required knowledge to registe		
register for this course in their 3rd semester of study.		
BI-PS2 Programming in shell 2	Z,ZK	4
Students gain a general overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In account of the syntax is a syntax in the syntax in the syntax is a syntax in the syntax in the syntax in the syntax is a syntax in the syn	ddition, they gain a	deeper insight
into shell and some other particular scripting languages and will get practical experience with shell script programming.		
NI-PDD Data Preprocessing	Z,ZK	5
Students learn to prepare raw data for further processing and analysis. They learn what algorithms can be used to extract information from various d	ata sources, such	as images, texts,
time series, etc., and learn the skills to apply these theoretical concepts to solve specific problems in individual projects - e.g., extraction of charact	eristics from image	es or from web
pages.		,
BI-PKM Introduction to mathematics	Z	4
This course is presented in Czech.		1
NI-REV Reverse Engineering	Z,ZK	5
Students will get acquainted with the essentials of reverse engineering of computer software. They will learn how processes start and what happens		
is called. Students will understand how executable files are organized and how they interact with 3rd party libraries. Another part of the course is de-		
applications written in C++. Students will also understand principles of disassemblers and obfuscation techniques. A part of the course will also be debuggers and debugging work and which methods can be used to detect it. One of the lectures will be dedicated to the latest trends on the compa		
the course is on the seminars, where students will solve practically oriented tasks from the real world.	noi maiware scene	c. The locus of
BI-SCE1 Computer Engineering Seminar I	Z	4
The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistar	1	1
are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of		
articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar tea	•	

BI-SCE2 Computer Engineering Seminar II	Z	4
The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of		
articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers.	•	
semester.	·	
BI-ST1 Network Technology 1	Z	3
The subject is oriented to providing the students basic information and practical skills from the area of digital and IP networks. The subject is acredite	ed under the Cisc	o Netacad -
CCNA1 - R&S Introduction to Networks.		0
BI-ST2 Network Technology 2 This course is presented in Czech.	Z	3
BI-ST3 Network Technology 3	Z	3
Students will further enhance their knowledge acquired from previous BI-ST1 and BI-ST2 courses. Principles of routing and switching presented during	. – .	_
get further extended in the course. Students will be able to start fine-tune protocols' settings to gain certain advantages like increased efficiency, pre	dictability, extensi	on beyond a
simple topology, security, etc.		
BI-ST4 Network Technology 4	Z	3
Students will further enhance their knowledge already acquired from previous BI-ST1, BI-ST2, and BI-ST3 courses. Principles of routing and switchi BI-ST2 courses got further extended in BI-ST3. Students were able to start fine-tune protocols' settings to gain certain advantages like increased eff		-
beyond a simple topology, security, etc. This module teaches students to configure and fine-tune Wide Area Networks and to experience a complete	= =	=
Broadcast Multiple Access) which radically differs from well-known Ethernet (broadcast) type of networks. Students will also manage router and swit		-
recoveries, and emergency procedures. Also the security aspect is treated; students will learn possible intra- and inter-network attacks and the mitig	ation ways while r	maintaining the
network running.	7.71	
BI-SKJ.21 Scripting Languages Students gain a general overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In ad-	Z,ZK	4
into shell and some other particular scripting languages and will get practical experience with shell script programming.	dition, they gain a	deeper msignt
BI-SOJ Machine Oriented Languages	Z.ZK	4
Students of the course will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optimal	, ,	
and efficient cooperation of software with hardware. Next, there will be discussed x86 specifics of the majority of OSes from the application point of vie	w linked to higher	level languages.
This knowledge will be used during reverse engineering, optimization, and evaluation of code security.		
FIT-SEP World Economy and Business	Z,ZK	4
This course is presented in Czech. The course introduces students of technical university to the international business. It does that predominantly by		
and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well corruption and economic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of		
readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite.	31 010000010110 200	ou on maividual
BI-SEP World Economy and Business	Z,ZK	4
This course is presented in Czech. The course introduces students of technical university to the international business. It does that predominantly by	comparing indivi	dual countries
and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well		
corruption and economic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite.	of discussions bas	sed on individual
NI-SYP Parsing and Compilers	Z,ZK	5
The module builds upon the knowledge of fundamentals of automata theory, formal language and formal translation theories. Students gain knowledge of		_
of LR parsing and are introduced to special applications of parsers, such as incremental and parallel parsing.		• • •
BI-GIT Version control system GIT	KZ	2
Students will be introduced to basic principles of version control systems. These principles will be then shown on DCVS Git both theoretically and pr		articular system
even the implementation details will be shown. Students will be challenged to use Git as users, project managers, team leaders as well as Git server		
BIE-SEG Systems Engineering This is an introductory class on systems engineering for bachelor students in computer science. The goal of the class is to introduce basic principles	Z Z	0
to understand processor and memory virtualization. Seeing and actually understanding virtualization is the overarching theme of the class. After taking the content of the class of the class of the class of the class of the class. After taking the content of the class of the cla	,	
understand the difference between processes and threads as well as emulation and virtualization, what virtual memory is and how it works, what co	-	
parallelism, and how processes and threads synchronize efficiently to overcome concurrency for communication.		
TV2K1 Physical Education 2	Z	1
BI-TS1 Theoretical Seminar I	Z	4
Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical seminar is a seminar in the contemporary theoretical computer science. It is mostly a classical seminar is a seminar in the contemporary theoretical computer science.		•
are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar.	s a work with scie	ntific papers and
BI-TS2 Theoretical Seminar II	Z	4
Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a class	- 1	· ·
are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is		•
other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar.		
BI-TS3 Theoretical Seminar III	Z	4
Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a class		•
are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar.	s a work with scie	ntific papers and
BI-TS4 Theoretical Seminar IV	Z	4
Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a class	. – .	· ·
are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is		•
other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar.		
BI-TDA Test driven architecture	KZ	4
The course is focused on practical examples of how to develop, test, and deploy software with tools like GitLab, Docker, Kubernetes, and more that a world. This course has a strong connection on courses like BI(E)-SI1 and BI(E)-SI2. The main goal of this course is to learn by examples that occur is		
NI-TSP Testing and Reliability	Z,ZK	5
Students will gain knowledge about circuit testing and about methods for increasing reliability and security. They will get practical skills to be able to		_
the intuitive path sensitization and to use an ATPG for automatic test generation. They will be able to design easily testable circuits and systems with		-
will be able to compute, analyze, and control the reliability and availability of the designed circuits.		

BI-QUA Quality Assurance		KZ	4
This course introduces students to the fundamentals of testing and quality management. Students will leave the fundamentals of testing and quality management.			
development and will experience hands-on application testing using both manual and automated testing			
analysis, design a set of test scenarios, prepare test data, automate an appropriate portion of the scenarios	arios, and prepare a report on the bugs found	I in the product un	der test.
FI-TOP Academic writing		Z	2
Publishing is an important and required part of research activity. It is not only about obtaining research	results but also about applying them in the fo	rm of publication.	Writing scientific
publications can be useful for students not only in their own publishing activities but also in the preparat	ion of a bachelor's or master's thesis. In the o	course, students w	vill learn how to
$write\ a\ scientific\ article, what\ parts\ such\ an\ article\ should\ have,\ and\ how\ the\ peer\ review\ process\ works.$	Students will also try their hand at presenting	an article and rev	ewing someone
else's article. The course will be taught in blocks, with one lecture at the beginning of the semester and	one practicum in the middle of the semester.	Dates will be dete	ermined based
on the availability of enrolled students.			
BI-CCN Compiler Construction		Z,ZK	5
This is an introductory class on compiler construction for bachelor students in computer science. The go	oal of the class is to introduce basic principle	s of compilers for	students to
understand the design and implementation of programming languages. Seeing and actually understand	ing self-compilation is the overarching theme	of the class.	
BI-TEX TeX and Typography		Z,ZK	4
This course is presented in Czech. This course gives basics of programming in TeX (plain TeX, ConTeXt	, LaTeX, OpTeX, LuaTeX). Te second part of t	he course focuses	on typographic
rules.			
BI-EHD Introduction to European Economic History		Z,ZK	3
This course is presented in Czech. However, there is an English variant in the program Informatics (B18	301 / 4753).	_,,	-
BI-KSA Cultural and Social Anthropology	,	ZK	2
The one-semester course aims to acquaint students with the basics of social and cultural anthropology	as a scientific discipline dealing with the dive		
anthropological research from our "exotic" cultures (topics: kinship, religion, social exclusion, migration,	-	=	· ·
shown. The course is presented in Czech.	giobalization, , material baltaro, languago, ne	oditii, iilotory, dodt	11, 010) Will 50
BI-ULI Introduction to Linux		Z	2
Students become familiar with the basics of the Linux operating system using e-learning form. They lear	rn to work with the command line and becom		
		e iaiiiliai wilii bas	sic commands
and techniques of a Unix-like system. Topics can be studied first theoretically and then practically verific	ed in a virtual machine (terminal).	7.71	
BI-OPT Introduction to Optical Networks	<u> </u>	Z,ZK	4
Students get basic overview of optical networking technology with the emphasis on practical utilization in	· · · · · · · · · · · · · · · · · · ·	=	
of optical network technology and on their solutions. The course will include the history of optical comm			-
dispersion compensators, and others), and an overview of active components (optical switches and am		,	
the most up-to-date topics presented at premium research conferences, such as ECOC or OFC. Attenti	on will also be paid to new applications, such	as the accurate t	ime on Internet,
ultrastable frequency transfer, or sensor networks. The labs will focus on real work with optical component	ents and on measurement of their parameters	s. Students will so	ve real tasks
from practice.			
NI-VCC Virtualization and Cloud Computing		Z,ZK	5
Students will gain knowledge of architectures of large computer systems that are used in data centers a	and computer infrastructure of companies and	d organizations. Ti	ney will get
acquainted with virtualization principles, tools and technologies that serve to facilitate and automate con	nfiguration, testing and monitoring, and to effi	iciently operate ar	d optimize the
performance parameters of modern computer systems. Theoretically and practically, they will get acqua	inted with containerization as the most effect	ive technology too	lay for the
management of complex computer systems and with specific technologies of cloud systems. Finally, they	will learn the principles and gain practical ski	lls in the use of mo	dern integration
and development tools (Continuous integration and development).			
BI-VHS Virtual game worlds		ZK	4
The course leads students to create a complex virtual world. The course is a continuation of basic graphi	cal courses (MGA, PGR, BLE,). This current s	students knowledg	e is furthermore
complemented by the theory of game design, principles of writing dialogues and characters in order to	create a functional and complex virtual world	The course can b	e followed by
the course MI-PVR with the task of converting scenes and their dynamics into a fully virtual environment	t suitable for VR devices.		
BI-VR1 Virtual reality I		KZ	4
Introduction to Virtual Reality (VR), virtual reality operating system and virtual reality creation. Another of	bjective is to meet the rules and requirement		
The course focuses on the ways of teaching using virtual reality technologies and interactive activities in			
and shared social activities.	•	·	
BI-VR2 Virtual reality II		KZ	3
Continuation of the course Virtual Reality I. The new course focuses on collaborative telepresence, spat	ial computing and social life of avatars. The c		_
for computer science and gamification in various social metaverse and desktop engines.		,	
		Z	3
BI-VAK.21 Selected Applications of Combinatorics The course aims to introduce students in an accessible form to various branches of theoretical compute	r science and combinatorics. In contrast to th	I .	
·			* *
issue from applications to theory. Together, we will first refresh the basic knowledge needed to design a			
with the active participation of students, we will focus on solving popular and easily formulated problems			
will select problems to be solved will include, for example, graph theory, combinatorial and algorithmic g		ization and more.	Students will
also try to implement solutions to the studied problems with a special focus on the effective use of exist	rig tools.	7.71	
BI-VMM Selected Mathematical Methods	and the state of t	Z,ZK	4
The lecture begins with an introduction to the analysis of complex functions of a complex variable. Next,			
properties. Further, we introduce and study the properties of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the contract of the Discrete Fourier Transform (DFT) and it is a study to the Discrete Fourier Transform (DFT) and it is a study to the Discrete Fourier Transform (DFT) and it is a study to the Discrete Fourier Transform (DFT) and it is a study to the Discrete Fourier Transform (DFT) and the Discrete Fourier Transform (DFT) and the DFT		wavelet transforn	n. We examine
the linear programming problem in more detail and its solution using the Simplex algorithm. Each topic	s demonstrated with interesting examples.		
NI-VYC Computability		Z,ZK	4
Classical theory of recursive functions and effective computability.			
BI-ZS10 Bachelor internship abroad for 10 credits		Z	10
Each student can once within his / her bachelor's study programme have a foreign internship at a foreign	n university or other foreign scientific and/or	research institutio	n. Before the
internship the Dean of the FIT, or the vice-dean for study affairs assesses the professional content. The	student must provide evidence of the profess	sional content and	extent of the
internship. Auxiliary courses BI-ZS10, BI-ZS20, BI-ZS30 are used used for the evidence and evaluation	of the internship in IS KOS. Every 10 credits	correspond to 4 w	eeks of full-time
employment with a foreign institution. The maximum number of credits a student can earn for one intern	ship is 30 credits. This amount can be divided	d into two subjects	if the internship
exceeds the academic year's dead-line.			
BI-ZS20 Bachelor internship abroad for 20 credits		Z	20
Each student can once within his / her bachelor's study programme have a foreign internship at a foreign	n university or other foreign scientific and/or	ı	
internship the Dean of the FIT, or the vice-dean for study affairs assesses the professional content. The	-		
internship. Auxiliary courses BI-ZS10, BI-ZS20, BI-ZS30 are used used for the evidence and evaluation			
employment with a foreign institution. The maximum number of credits a student can earn for one intern	-		
exceeds the academic year's dead-line.			- 2007
*			

BI-ZS30	Bachelor internship abroad for 30 credits	Z	30
Each student can on	ce within his / her bachelor's study programme have a foreign internship at a foreign university or other foreign scientific and/o	r research institution	on. Before the
internship the Dean	of the FIT, or the vice-dean for study affairs assesses the professional content. The student must provide evidence of the profe	ssional content an	d extent of the
internship. Auxiliary of	ourses BI-ZS10, BI-ZS20, BI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits	s correspond to 4 v	weeks of full-time
employment with a fo	reign institution. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divide	ed into two subject	s if the internship
exceeds the academ	ic year's dead-line.		
BI-ZIVS	Intelligent Embedded System Fundamentals	KZ	4
Intelligent embedded	system fundamentals course is focused on high-level technology embedded systems integrating artificial intelligence. The ain	n of the course is t	o teach students
modern humanoid ro	bot control and development of applications in a graphical development environment. Lectures provide fundamentals of motion	control, sensor rea	ading, application
interfaces, robot navi	gation and development tools. In labs, students program a set of basic task by using the robot simulator and real hardware to	get practical exper	ience with these
technologies.			
BI-ZPI	Process engineering	KZ	4
	Process engineering ndamentals of process engineering in this subject. Students will get necessary foundations for understanding formal principles	1	1
Students will learn fu		s of process mode	lling and they will
Students will learn full learn basics of the us	ndamentals of process engineering in this subject. Students will get necessary foundations for understanding formal principles	s of process mode f business process	lling and they will es using modern
Students will learn fullearn basics of the us CASE tools. The role	ndamentals of process engineering in this subject. Students will get necessary foundations for understanding formal principles sed notations (UML, BPMN, BORM). The focus in this subject lies in training of practical skills of formalisation and modelling of	s of process mode f business process	lling and they will es using modern
Students will learn full learn basics of the use CASE tools. The role an enterprise.	ndamentals of process engineering in this subject. Students will get necessary foundations for understanding formal principles sed notations (UML, BPMN, BORM). The focus in this subject lies in training of practical skills of formalisation and modelling of	s of process mode f business process	lling and they will es using modern
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Code of the group: BI-PG-VO.21

Name of the group: Elective vocational Courses for a Bachelor Specialization BI-PG.21, version 2021

Requirement credits in the group: Requirement courses in the group:

Credits in the group: 0 Note on the group:

Note on the gr	oup:					
Code	Name of the course / Name of the group of courses (in case of groups of courses the list of codes of their members) Titlers authors and guaranters (car.)	Completion	Credits	Scope	Semester	Role
	Tutors, authors and guarantors (gar.)					
BI-ADU.21	Unix Administration Zden k Muziká, Petr Zemánek, Miroslav Prágl Zden k Muziká Zden k Muziká (Gar.)	Z,ZK	5	2P+2C	L	V
BI-AWD.21	Web and Database Server Administration Michal Valenta, Lukáš Ba inka Lukáš Ba inka Michal Valenta (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-AG2.21	Algorithms and Graphs 2 Dušan Knop, Michal Opler, Ond ej Suchý, Tomáš Valla, Radek Hušek Ond ej Suchý Ond ej Suchý (Gar.)	Z,ZK	5	2P+2C	L	V
BI-ASB.21	Applied Network Security Yelena Trofimova, Ji í Dostál, Jakub Tetera, Michal Polák, Martin Šutovský, Martin Mandík Ji í Dostál Ji í Dostál (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-APS.21	Architectures of Computer Systems Michal Štepanovský, Pavel Tvrdík Michal Štepanovský Pavel Tvrdík (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-BEK.21	Secure Code Josef Kokeš Josef Kokeš (Gar.)	Z,ZK	5	2P+2C	L	V
BI-BIG.21	DB Technologies for Big Data Monika Borkovcová Monika Borkovcová (Gar.)	KZ	5	2P+2C	Z,L	V
BI-EPP.21	Economic Business Processes David Buchtela David Buchtela Tomáš Evan (Gar.)	Z,ZK	5	2P+2C	L,Z	V
BI-FBI.21	Financial Business Intelligence David Buchtela David Buchtela Petra Pavlí ková (Gar.)	Z,ZK	5	2P+2C	Z,L	V
BI-HWB.21	Hardware Security Ji í Bu ek Ji í Bu ek (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-IOT.21	Internet of Things Viktor erný, Lenka Kosková T ísková Lenka Kosková T ísková (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-JPO.21	Computer Units Pavel Kubalík Pavel Kubalík (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-KOM.21	Conceptual Modelling Robert Pergl, Marek B Iohoubek Robert Pergl Robert Pergl (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-LOG.21	Mathematical Logic Kate ina Trlifajová Kate ina Trlifajová (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-MPP.21	Methods of interfacing peripheral devices Miroslav Skrbek Miroslav Skrbek Miroslav Skrbek (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-MDF.21	Modern Data Formats Petr Pauš Petr Pauš (Gar.)	KZ	3	1P+1C	Z	V

BI-OOP.21	Object-Oriented Programming Filip K ikava, Petr Máj, Filip íha Filip K ikava Filip K ikava (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-PRS.21	Practical Statistics Kamil Dedecius, Petr Novák Petr Novák Petr Novák (Gar.)	KZ	5	1P+2C	L	V
BI-PNO.21	Practical Digital Design Martin Novotný Martin Novotný (Gar.)	KZ	5	2P+2C	Z	V
BI-PAI.21	Law and Informatics Zden k Ku era, Št pánka Havlíková, Dominik Vítek, Martin Samek, Ji í Maršál, Michal Mat jka Št pánka Havlíková Zden k Ku era (Gar.)	ZK	5	2P+2C	L	V
BI-PJP.21	Programming Languages and Compilers Jan Janoušek, Tomáš Pecka Jan Janoušek (Gar.)	Z,ZK	5	2P+1C	L	V
BI-PPA.21	Programming Paradigms Jan Janoušek, Tomáš Pecka, Petr Máj, Tomáš Jakl Jan Janoušek Jan Janoušek (Gar.)	Z,ZK	5	2P+2R	Z	V
BI-PJS.21	JavaScript Programming Martin Kolárik, Nikita Mironov Monika Borkovcová Monika Borkovcová (Gar.)	KZ	5	3C	L	V
BI-PRR.21	Project management David Pešek David Pešek Petra Pavlí ková (Gar.)	Z,ZK	5	2P+2C	Z,L	V
BI-SIP.21	Network Programming Jan Fesi Jan Fesi (Gar.)	Z	5	2P+2C	Z	V
BI-SP1.21	Team Software Project 1 Michal Valenta, Ji í Chludil, Ji í Mlejnek, Ji í Hunka, Zden k Rybola, Ji í Borský, Jan Matoušek, Radek Richtr, Marek Suchánek, Zden k Rybola Ji í Mlejnek (Gar.)	KZ	5	2C	L	V
BI-SP2.21	Team Software Project 2 Stanislav Kuznetsov, Michal Valenta, Ji í Chludil, Ji í Mlejnek, Ji í Hunka, Zden k Rybola, Ji í Borský, Jan Matoušek, Radek Richtr, Ji í Mlejnek Ji í Mlejnek (Gar.)	KZ	5	2C	Z	V
BI-SPS.21	Administration of Computer Networks and Services Jan Kubr, Libor Dostálek Pavel Tvrdík Libor Dostálek (Gar.)	Z,ZK	5	2P+2S	Z	V
BI-ML1.21	Machine Learning 1 Karel Klouda, Daniel Vašata Daniel Vašata (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-ML2.21	Machine Learning 2 Daniel Vašata Daniel Vašata (Gar.)	Z,ZK	5	2P+2C	L	V
BI-SVZ.21	Machine vision and image processing Marcel Ji ina, Jakub Novák, David Kramný, Justýna Frommová Jakub Novák Marcel Ji ina (Gar.)	Z,ZK	5	2P+2C	L,Z	V
BI-SRC.21	Real-time systems Hana Kubátová, Ji í Vysko il Jaroslav Borecký Hana Kubátová (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-TAB.21	Applications of Security in Technology Ji í Dostál, Jan B Iohoubek, Martin Kolárik, Martin Pozd na Ji í Dostál Ji í Dostál (Gar.)	Z,ZK	5	2P+2C	L	V
BI-TJV.21	Java Technology Stanislav Kuznetsov, Jan Blizni enko, Ji í Dan ek, Raian Samerkhanov Ji í Dan ek	Z,ZK	5	2P+2C	Z	V
BI-TPS.21	Computer Networks Technologies Vladimír Smotlacha, Josef Koumar Vladimír Smotlacha Vladimír Smotlacha (Gar.)	Z,ZK	5	2P+2S	Z	V
BI-TIS.21	Information Systems Pavel Náplava Pavel Náplava (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-TWA.21	Design of Web Applications David Bernhauer David Bernhauer (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-IDO.21	Introduction to DevOps Michal Valenta, Ji í Mlejnek, Tomáš Vondra, Zden k Rybola Tomáš Vondra Ji í Mlejnek (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-UKB.21	Introduction to Cybersecurity Ivana Trummová, Jan B Iohoubek, David Pokorný, Jakub Tetera, František Ková, Martin Mandík, Tomáš Lu ák David Pokorný Jan B Iohoubek (Gar.)	Z,ZK	5	3P+1C	Z	V
BI-VES.21	Embedded Systems Miroslav Skrbek Miroslav Skrbek (Gar.)	Z,ZK	5	2P+2C	L	V
BI-VDC.21	Virtualization and Data Centers Ji í Kašpar Ji í Kašpar Ji í Kašpar (Gar.)	Z,ZK	5	2P+2C	L	V
BI-VIZ.21	Data Visualization Magda Friedjungová Magda Friedjungová (Gar.)	KZ	5	3P	Z	V
BI-VPS.21	Selected Topics in Computer Networking Alexandru Moucha, Mohamed Bettaz Pavel Tvrdík Mohamed Bettaz (Gar.)	Z,ZK	5	2P+2C	L	V
BI-VWM.21	Searching the Web and Multimedia Databases Ji í Novák, Tomáš Skopal Ji í Novák Tomáš Skopal (Gar.)	Z,ZK	5	2P+1C	L	V
BI-FEM.21	Fundamentals of Economics Tomáš Evan Tomáš Evan Tomáš Evan (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-ZRS.21	Basics of System Control Kate ina Hyniová Kate ina Hyniová (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-ZSB.21	Basics of System Security Marián Svetlík, Martin Šutovský, Dominik Novák, Ladislav Marko Simona Forn sek Simona Forn sek (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-ZUM.21	Artificial Intelligence Fundamentals Pavel Surynek Pavel Surynek (Gar.)	Z,ZK	5	2P+2C	L	V

Characteristics of the courses of this group of Study Plan: Code=BI-PG-VO.21 Name=Elective vocational Courses for a Bachelor Specialization BI-PG.21, version 2021

BI-SVZ.21 Machine vision and image processing

Camera systems are becoming a common part of life by being universally available. Related to this phenomenon is the need to process and evaluate image information. The course introduces students to different types of camera systems and a variety of methods for image and video processing. The course is focused on practical use of camera systems for solving problems of practice that the graduates may encounter.

BI-SP2.21 Team Software Project 2

ΚZ

5

Students gain hands-on experience with the iterative development process while working on a large-scale software project. The first iteration is the result of the BIE-SP1 course project. However, in this follow-up, the functionality, testing, and documentation of the software system being developed will be emphasized. Students will work in teams of 4-6 people. The teacher, in the role of the team and project leader, regularly consults with the team (at the seminars) the formal as well as material aspects of their solution.

BI-MPP.21 Methods of interfacing peripheral devices

Z,ZK

5

The course is focused on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Universal serial bus (USB). The course includes both PC side and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of USB devices, Linux and Windows drivers, simple application development, and APIs of selected devices.

BI-ADU.21 Unix Administration

Z,ZK

5

Students will learn the internal structure of the UNIX operating system, with the administration of its basic subsystems and with the security principles. They will understand the differences between user and administrator roles. They will get theoretical and practical knowledge of user management and administration, of users access rights, file systems, disk subsystems, processes, memory, network services and remote access, and in the areas of system deployment and virtualization. In the labs, they will verify the knowledge from the lectures on specific examples from practice.

BI-AWD.21 Web and Database Server Administration

7 7K

5

Students will get acquainted with the administration of database and web servers and services. They will be able to install, configure, operate, test, and backup complex database and web service systems. The principles will be demonstrated on the PostgreSQL relational database engine and Apache will be used as an example of a web server.

BI-AG2.21 Algorithms and Graphs 2

7 7K

5

This course, presented in Czech, introduces basic algorithms and concepts of graph theory as a follow=up on the introduction given in the compulsory course BI-AG1.21. It further delves into advances data structures and amortized complexity analysis. It also includes a very light introduction to approximation algorithms. For English version of the course see BIE-AG2.21.

BI-ASB.21 Applied Network Security

Z,ZK

5

The aim of the course is to introduce selected topics from computer networks in terms of cybersecurity. These topics extend the basic knowledge gained in course BI-PSI with actual security applications like the public key infrastructure, encrypted network protocols, link and network layer security or wireless networks. After finishing the course student will get knowledge of security applications in computer networks.

BI-APS.21 Architectures of Computer Systems

Z,ZK

5

Students will learn the construction principles of internal architecture of computers with universal processors at the level of machine instructions. Special emphasis is given on the pipelined instruction processing and on the memory hierarchy. Students will understand the basic concepts of RISC and CISC architectures and the principles of instruction processing not only in scalar processors, but also in superscalar processors that can execute multiple instructions in one cycle, while ensuring the correctness of the sequential model of the program. The course further elaborates the principles and architectures of shared memory multiprocessor and multicore systems and the memory coherence and consistency in such systems.

BI-BEK.21 Secure Code

Z,ZK

5

The students will learn how to assess security risks and how to take them into account in the design phase of their own code and solutions. After getting familiar with the threat modeling theory, students gain practical experience with running programs with reduced privileges and methods of specifying these privileges, since not every program needs to run with administrator privileges. Dangers inherent in buffer overflows will be practically demonstrated. Students will be introduced to the principles of securing data and the relationships of security and database systems, web, remote procedure calls, and sockets in general. The module concludes with Denial of Service attacks and the defense against them.

BI-BIG.21 DB Technologies for Big Data

ΚZ

7

Students will be introduced into the field of Big Data processing where nonrelational (NoSQL) database engines are typically used today. The course is focused practically so that after finishing the course students were able to choose suitable tools (mostly open source) and techniques, design and implement a simplest reproducible method of data processing (data collection, transformation/aggregation, presentation). Students get acquainted with various architectures for processing and storing big data. A theoretical foundation and presentation of individual technologies will be supplemented with specific examples from practice.

BI-EPP.21 Economic Business Processes

Z,ZK

5

The aim of the course is to present typical processes related to the usual life cycle of a company. The course focuses mainly on the basic economic and financial aspects of business in the market environment of the Czech Republic and the basics of management. In the course, students are acquainted with the typical phases of the company's life cycle, from the establishment of the company, through the management of property and capital structure, financing of the company, determining the cost function of the company and labor costs, to evaluating the financial health of the company and its eventual rehabilitation or termination.

BI-FBI.21 Financial Business Intelligence

7 7K

5

The aim of the course is to acquaint students primarily with financial accounting as a tool for recording business operations and documents for business analysis, determining its value and other indicators for comparison with other companies and management decision process at the tactical and strategic level. The second view is management accounting as a tool for financial management and prediction of business development. Management accounting allows monitoring of the financial status and performance of business activities over several accounting periods, enables a multidimensional view of business data, enables to control effectively factors affecting the return on invested capital and to use value information to assess options related to future business decisions. The principles of management accounting, described in this course, are the basis of Business Intelligence modules in business information systems, decision support systems, and other knowledge-oriented systems.

BI-HWB.21 Hardware Security

Z.ZK

5

The course deals with hardware resources used to ensure security of computer systems including embedded ones. Students become familiar with the operating principles of cryptographic modules, security features of modern processors, and storage media protection through encryption. They will gain knowledge about vulnerabilities of HW resources, including side-channel attacks and tampering with hardware during manufacture. Students will have an overview of contact and contactless smart card technology including applications and related topics for multi-factor authentication (biometrics). Students will understand methods of efficient implementations of ciphers.

BI-IOT.21 Internet of Things

Z,ZK

5

The course focuses on an overview of technologies and development tools used in the field of the Internet of Things (IoT). Lectures are devoted to an overview of sensors and actuators, wireless communication technologies designed primarily for this area, and appropriate programming methods. They include an overview of IoT architectures for different application areas. Within the computer labs, students will gain practical experience with developing simple IoT systems using common development environments (hardware - ARM, ESP, STM; software - Arduino, Raspberry Pi OS).

BI-JPO.21	Computer Units	Z,ZK	5
•	pasic knowledge of digital computer units acquired in the obligatory course of the program (BIE-SAP), get acquainted in detail		
•	er units and processors and their interactions with the environment, including accelerating arithmetic-logic units and using app ganization of main memory and other internal memories (addressable, LIFO, FIFO and CAM) will be discussed in detail, inclu	•	.
	nd serial data transmissions. They will also get acquainted with the methodology of controller design, with the principles of cor	-	
•	e architecture of the bus system. The problems will be practically evaluated in the labs and with the help of the educational micro		-
and programmable hard	lware design kits (FPGA).		
BI-KOM.21	Conceptual Modelling	Z,ZK	5
The course is focused of	on developing abstract thinking and precise formulation skills using conceptual models. Students learn skills of discerning key	terms in a domai	in, the ability to
	correct relations in complex systems of social reality, mostly enterprises and institutions. Students learn basics of ontological st	_	
=	n how to express business rules and constraints using the OCL language and foundations of OWL/RDF semantic data repres		
	enterprise engineering, being a discipline for conceptual modelling of enterprises and institutes and their processes. The DEM se is designed with the respect to continuation in software implementations. Recommended optional follow-up course: BI-ZPI		BPIMIN notation
			5
BI-LOG.21 The course focuses on t	Mathematical Logic the basics of propositional and predicate logic. It starts from the semantic point of view. Based on the notion of truth, satisfiab	Z,ZK	5 alence and the
	formulas are defined. Methods for determining the satisfiability of formulas, some of which are used for automated proving, a		
•	plean functions in propositional logic. In predicate logic, the course further deals with formal theories, such as arithmetics, and	•	
approach to mathemation	cal logic is demonstrated on the axiomatic system of propositional logic and its properties. Gödel's incompleteness theorems	is explained.	
BI-MDF.21	Modern Data Formats	KZ	3
The goal of the course i	s to give an overview of commonly used data formats for typical types of data. There will be a description of each data type a	nd the data forma	ats used for that
data type along with too	ls available to work with such data. After finishing the course, the students should know how to work with common data, e.g.	on the Web.	
BI-OOP.21	Object-Oriented Programming	Z,ZK	5
	nming has been used in the last 50 years to solve computational problems by using graphs of objects that collaborate togethe		-
	uainted with the main principles of object-oriented programming and design, used in modern programming languages. The er	nphasis is on prac	ctical techniques
	which includes testing, error handing, refactoring, and application of design pattern.	1/7	
BI-PRS.21	Practical Statistics oduced to methods of applied statistics. They will learn how to work with various types of data, perform analyses, and choose it	KZ	5
	ion and correlation analysis, analysis of variance and non-parametric methods. Students will learn to use the statistical softw	-	
methods on data from re		are it and will app	ory the studied
BI-PNO.21	Practical Digital Design	KZ	5
-	w of the contemporary digital design flow and learn practical skills to use synchronous design techniques. They understand t	l l	-
and implementation tecl	hnologies FPGA and ASIC. Students demonstrate practical use of the design techniques in the course project using modern	industry-standard	CAD design
tools.			
BI-PAI.21	Law and Informatics	ZK	5
	s to introduce students into the basic legal instruments that they will encounter in their practice. Students will gain knowledge	•	
•	rted to the pitfalls that await them in business from the point of view of law. They will understand the process of concluding or		
	their responsibilities in working with the Internet, will be familiar with the institutes of intellectual property law, and will be able es. Emphasis will also be put on the legal protection of data on the Internet, the registration of Internet domains and protectic		* '
•	ses. Emphasis will also be put on the legal protection of data of the metric, the registration of metric domains and protection behaviour in the field of IT that can be classified as criminal under the Czech law. The course will also include analyses o	_	
BI-PJP.21	Programming Languages and Compilers	Z.ZK	5
-	mpiling methods of programming languages. They are introduced to intermediate representations used in current compilers (-,	- 1
	a translation of a text that conforms a given syntax, to a target code and also to create a compiler based on the specification		
only a programming lan	guage but any text in a language generated by a given LL input grammar.		
BI-PPA.21	Programming Paradigms	Z,ZK	5
	asic paradigms of high-level programming languages, including their basic execution models, benefits, and disadvantages of		
	and its basic principles are explained in details. Logic programming is introduced as another way of declarative programming		
on iambda caiculus and such as C++ and Java.	on Lisp (Racket) and Prolog programming languages. Moreover, usage of these principles is demonstrated on modern main	stream programm	ning languages
BI-PJS.21	JavaScript Programming	KZ	5
	JavaScript Programming. action to Javascript programming. Students will also learn best practices and get acquai nted with tools that make code devel	l l	5 rint easier
BI-PRR.21	Project management	Z,ZK	5
	s to introduce students into the basic concepts and principles of project management, i.e. methods of planning, teamwork, an	, , , , , , , , , , , , , , , , , , ,	-
	argumentation and meeting management. Students will practice project management techniques (e.g. SWOT analysis, risk	•	
Gantt charts, resource s	schedule, resource balancing, network graphs) and creation of project documentation. The course is designed especially for	students who are	interested in
deepening their knowled	dge outside IT, consider starting their own company, or have ambitions to work in middle or senior management positions in I	arge companies.	The course is
	e who will develop software or hardware in the form of team projects.		
BI-SIP.21	Network Programming	Z	5
	amental topics of programming network applications. It consists of 4 parts. The introductory part is focused on low-level programming in the constant of the c		
	to designing communication protocols and their verification. The third part introduces the principles and applications of middle n models of distributed computing - P2P and blockchain. All topics will be first explained theoretically and then practices in co	•	
programming language		imputer labs using	g a crioseri
BI-SP1.21	Team Software Project 1	KZ	5
	experience with the analysis, design, and prototyping of a large-scale software system. Theoretical support is provided in the		
-	aches students necessary techniques and principles. Teams consisting of 4-6 students will work on a specific project. The teams		
•	consults with the team (at the seminars) both the formal and material aspects of the software design. The resulting software		
and finished in the BIE-			
BI-SPS.21	Administration of Computer Networks and Services	Z,ZK	5
	to deepen the theoretical knowledge of network technologies and protocols in the environment of network servers administr		
	course syllabus requires the knowledge at the level of courses BIE-PSI, BIE-VPS, and BIE-OSY. Practical skills will be gained	by practical hand	ls-on experience
with real network infrast	ructure.		

BI-ML1.21 Machine Learning 1 The goal of this course is to introduce students to the basic methods of machine learning. They get theoretical understanding and practical working knowledge of regression and classification models in the supervised learning scenario and clustering models in the unsupervised scenario. Students will be aware of the relationships between model bias and variance, and know the fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimensional data visualization. In practical demonstrations, pandas and scikit libraries in Python will be used. Z,ZK BI-ML2.21 Machine Learning 2 The goal of this course is to introduce students to the selected advanced methods of machine learning. In the supervised learning scenario, they, in particular, learn kernel methods and neural networks. In the unsupervised learning scenario students learn the principal component analysis and other dimensionality reduction methods. Moreover, students get the basic principles of reinforcement learning and natural language processing. BI-SRC.21 Real-time systems Z.ZK Students obtain the basic knowledge in the real-time (RT) system theory and in the design methods for RT systems including the dependability issues. Theoretical knowledge from lectures will be experimentally verified in computer labs. The course is mainly focused on embedded RT systems, therefore the design kits in the lab are the same as in the BIE-VES course Z,ZK5 BI-TAB.21 Applications of Security in Technology The goal of the course is to introduce students to selected topics from cybersecurity technical applications that are utilized in different industries. Students get a broader overview of cybersecurity applications and extend their knowledge from the cryptology, the secure code, and system, network, and hardware security. BI-TJV.21 Java Technology 5 Z,ZK The goal is to provide knowledge and skills for developing information systems and applications through concepts used in software development and experience with libraries and tools from Java language ecosystem. At the course end, the students are able to develop software systems in Java platform. Computer Networks Technologies 7.7K The course introduces students with basic and advanced technologies, components, and interfaces of contemporary computer networks at the physical layer with the overlap to the link layer. The lectures provide theoretical foundations of these technologies and explain relevant physical principles. In the labs, the respective technologies will be demonstrated and with the most important ones students will get hands-on experience. Thematically, the course covers both local and long-range optical networks, Ethernet, modern wireless networks, always with focus on high-speed networks BI-TIS.21 Information Systems 7.7K The goal of this course is to familiarise students with the information systems topic and information systems implementation principles. During the course, students are introduced to "on the market" existing types of systems and their usage in specific industry segments. Students are familiarised with the CRM, ERP, MRP and other types of information systems. The fundamental part of the course is the introduction to key ideas of an information system selection, evaluation of information system benefits, ways of information systems implementation and information system implementation based on the project management principles. The emphasis is on the initial customer analysis, customer insight and ability to decide whether it is better to implement any existing information system or to develop a new one from scratch. These factors determine the information system implementation success. At the end of the course information systems security, operation, support, maintenance, legislation impacts, and government information systems topics are discussed. BI-TWA.21 Design of Web Applications 5 7.7K The basic course of web application development. Initially, the students become familiar with HTTP and its possibilities and partly with some properties of language describing the structure (HTML) and presentation of document on the Web (CSS). These skills provide the necessary basis for the development of Web applications, which will be demonstrated in modern libraries facilitate the development of Web pages applications. Server side will be demonstrated on PHP technology using frameworks Symfony 2, Doctrine 2. Developments on the client side will be demonstrated using a JavaScript language with library jQuery and possibly MV* framework React. Introduction to DevOps BI-IDO.21 5 The course deals with the topic of DevOps and prepares future developers and administrators for a modern culture of development and operation of systems and services. The course covers the tools to support software development, testing and compilation. It also focuses on tools for automating infrastructure management and building and deploying software to the Cloud. It is an introduction to technologies that will then be discussed in more detail in related follow-up courses. The student will also get acquainted with modern technologies used in practice. BI-UKB.21 Introduction to Cybersecurity Z,ZK 5 The goal of the course is to provide students with the introduction of basic concepts in modern approach to cybersecurity. Students will get a basic overview of threats in cyberspace and attacker techniques, security mechanisms in networks, operating systems and applications, as well as of basic cyberspace regulations. BI-VES.21 **Embedded Systems** 7.7K 5 Students learn to design embedded systems and develop software for them. They get basic knowledge of the most common microcontrollers and embedded processors, their integrated peripheral circuits, programming methods, and applications. They get practical skills with development kits and tools. Virtualization and Data Centers The aim of the course is to familiarize students with technology basis of cloud computer systems. It shows principles and techniques used in design and implementation of data center infrastructure, such as various kinds of virtualization and high availability of servers, storages, and software layers. The course guides through data center technologies from private to public and hybrid clouds. Student learn current trends in the architecture of IT infrastructure and its configuration for classic and cloud applications. Students will understand the design, validation, and operation of complex infrastructures for modern applications with respect to scalability and protection against overloads, outages, and data losses. BI-VIZ.21 Data Visualization ΚZ 5 The course offers an overview of the types and characteristics of data as well as suitable visualization methods. This will aid the students in understanding data, their content and their application in areas such as data mining and machine learning. Within the course, students will be introduced to exploratory data analysis, preprocessing, and ways of visualizing different kinds of data such as text, social networks, time series or basic image data processing. Students will get hands-on experience in applications of selected methods to real-world examples in the Python programming language BI-VPS.21 Z.ZK Selected Topics in Computer Networking 5 The course builds upon the Computer Networks course (BI-PSI), obligatory for the program. Students will learn in detail principles, protocols, and technologies used in modern computer networks from local area networks up to Internet, with focus on switching, routing, security, and virtualization. The emphasis will be on gaining practical experience with real network devices in the lab and learning important methods of local area and wide area networks from the viewpoint of functionality, performance, and security. Z.ZK Searching the Web and Multimedia Databases Students get basic overview about search techniques in the web environment that is interpreted as a very large distributed and heterogeneous storage of documents. In particular, students acquire information about search techniques in text and hypertext documents (the web pages themselves) and about feature extraction from web pages. They get detailed knowledge of similarity search in multimedia databases (generally in collections of unstructured data). They also learn techniques for programming web search engines for the mentioned data types (documents). BI-FFM 21 7 7K 5 Fundamentals of Economics The course allows the students to discover basics of economic theory, which will then be used in subsequent courses of economics and management. It contains a general overview of fundamental microeconomic and macroeconomic topics.

control of engineeri basic linear dynami	Basics of System Control In introduction to the field of automatic control. Students will gain knowledge in this rapidly evolving field of great future. We will foculing and physical systems. We will provide basic information from the feedback control of linear dynamical SISO systems, description is systems analysis and design verification, simple PID feedback, PSD, and fuzzy controllers. Students will learn the methods of creating the controllers and the controllers are controllers.	on methods of system eating a description o	n models, of the system
control loops, issue	near dynamic systems analysis and design verification and simple PID feedback, PSD, and fuzzy controllers. Attention is also giver as of stability in control systems, single and continuous adjustment of the controller parameters, and certain aspects of the industria ars and PLC control.		
BI-ZSB.21	Basics of System Security	Z,ZK	5
	irse is to provide introduction to basic concepts in security of computer systems. Further, the course introduces the basics of foren		
	nalysis or incident response. After finishing the course student will get both theoretical and practical knowledge in the area of mode	ern operating system	is security,
as well as skills nee	eded for independent work in the area of operating system security incident analysis.	7 71/	
	Artificial Intelligence Fundamentals roduction to artificial intelligence with emphasis on symbolic techniques. The design of an intelligent agent and the techniques need	Z,ZK	5 e discussed
	cision-making level. The intelligent agent in the context of the course can be represented for example by a physical robot, but also		
as a virtual assistar	nt or a character in a computer game. We will not only introduce the basics, but also show the current state-of-the-art during the co	ourse.	
	List of courses of this pass:		
Code	Name of the course	Completion	Credits
BI-3DT.1	3D Printing	KZ	4
BI-A2L	English language, preparation for the B2 level exam	Z	2
	course corresponds to the preparation for the English exam at the B2 level. Requirements for course credit. Academic Achievemer language instructionMeet the requirements for writing assignments - Summary, Abstract, Argumentation PaperSucceed in both		
	ess rate set at 70%80% and over in BOTH tests means ORAL EXAM ONLY (no written part). Requirements will be specified by in class of the term.		
BI-AAG.21	Automata and Grammars	Z,ZK	5
	luced to basic theoretical and implementation principles of the following topics: construction, use and mutual transformations of finit	-	-
	ars, context-free grammars, construction and use of pushdown automata, and translation grammars and transducers. They know t by understand the relationships between formal languages and automata. They are introduced to the Turing machine and complexi	-	
BI-ACM	Programming Practices 1	KZ	5
	This is a selective course for preparing talented student for representation in international programming contests.	<u>'</u>	1
BI-ACM2	Programming Practices 2	KZ	5
BI-ACM3	This is a selective course for preparing talented student for representation in international programming contests. Programming Practices 3	KZ	5
DI-ACIVIS	This is a selective course for preparing talented student for representation in international programming contests.	KZ	5
BI-ACM4	Programming Practices 4	KZ	5
	This is a selective course for preparing talented student for representation in international programming contests.	<u> </u>	
BI-ADU.21	Unix Administration	Z,ZK	5
	the internal structure of the UNIX operating system, with the administration of its basic subsystems and with the security principles. Th administration, roles. They will get theoretical and practical knowledge of user management and administration, of users access right	=	
	ory, network services and remote access, and in the areas of system deployment and virtualization. In the labs, they will verify the l specific examples from practice.		-
BI-ADW.1	Windows Administration	Z,ZK	4
DI 404 04	This course is presented in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).	7.71	
BI-AG1.21 The course cover	Algorithms and Graphs 1 rs the basics of efficient algorithm design, data structures, and graph theory, belonging to the core knowledge of every computing or	Z,ZK	5 5
	vledge from the course BI-DML.21, in which students acquire the knowledge and skills in combinatorics necessary for evaluating the		
algo	rithms. The course also follows up knowledge from BI-MA1.21, the practical usage of asymptotic mathematics, in particular, the as	ymptotic notation.	
BI-AG2.21	Algorithms and Graphs 2	Z,ZK	5
-	ented in Czech, introduces basic algorithms and concepts of graph theory as a follow=up on the introduction given in the compulse ces data structures and amortized complexity analysis. It also includes a very light introduction to approximation algorithms. For Er BIE-AG2.21.	=	
BI-ALO	Algebra and Logic	Z,ZK	4
2.7.20	The course extends and deepens the study of topics touched upon in the basic course in logic.	, _,	
BI-AND.21	Programming for the Android Operating System This course is presented in Czech.	KZ	4
BI-ANG	English Language, Internal Certificate	ZK	2
	Course information and teaching materials can be found at https://moodle-vyuka.cvut.cz/course/search.php?search=BI-/		T -
BI-ANG1	English Language Examination without Preparatory Courses	Z,ZK	2
BI-ANGK	English language, contact preparation for the B2 level exam course corresponds to the preparation for the English exam at the B2 level. Requirements for course credit. Academic Achievemer	Z	to: -Take an
	language instructionMeet the requirements for writing assignments - Summary, Abstract, Argumentation PaperSucceed in both		
-	ess rate set at 70%80% and over in BOTH tests means ORAL EXAM ONLY (no written part). Requirements will be specified by in class of the term.		
BI-APJ	Aplication Programming in Java	Z,ZK	4
	This course is presented in Czech. Advanced technologies in Java.		

BI-APS.21			
Chudonto will loom	Architectures of Computer Systems	Z,ZK	5
	n the construction principles of internal architecture of computers with universal processors at the level of machine instructions. Spec		
	processing and on the memory hierarchy. Students will understand the basic concepts of RISC and CISC architectures and the prince	-	-
<u> </u>	processors, but also in superscalar processors that can execute multiple instructions in one cycle, while ensuring the correctness of e further elaborates the principles and architectures of shared memory multiprocessor and multicore systems and the memory cohe	· ·	
program: The cours	systems.	Torroc and consiste	nicy in Such
BI-ARD	Interactive applications on Arduino	KZ	4
l I	ned for students of first grade of bachelor study as introduction to embedded systems. Students will learn how to design simple applicat	1	=
kits and control var	ried peripherals with help of available libraries. The goal of the subject is to show varied software approaches to control embedded s	ystems, i.e. to see	the results
not only on displa	y of a PC. Thanks to possible control on higher (objective) layer, this platform is frequently used for artist performance and therefore	is suitable even for	Web and
	Software Engineering students.		
BI-ASB.21	Applied Network Security	Z,ZK	5
	rse is to introduce selected topics from computer networks in terms of cybersecurity. These topics extend the basic knowledge gaine ons like the public key infrastructure, encrypted network protocols, link and network layer security or wireless networks. After finishin		
security application	knowledge of security applications in computer networks.	g the course stude	iii wiii get
BI-AVI.21	Algorithms visually	Z,ZK	4
	ments other algorithm courses at FIT. It brings knowledge about particular important algorithms from different fields of the computer so		-
	d in BI-AG1 and BI-AG2. A wide scope of covered subject is made possible due to using visualization bz Algovision (www.algovision.org&l		
	that make understanding the principles of algorithms easy.		
BI-AWD.21	Web and Database Server Administration	Z,ZK	5
	quainted with the administration of database and web servers and services. They will be able to install, configure, operate, test, and l		
	ce systems. The principles will be demonstrated on the PostgreSQL relational database engine and Apache will be used as an exam		
BI-BAP.21	Bachelor Thesis	Z	14
BI-BEK.21	Secure Code	Z,ZK	5
	arn how to assess security risks and how to take them into account in the design phase of their own code and solutions. After getting fa		•
	gain practical experience with running programs with reduced privileges and methods of specifying these privileges, since not every leges. Dangers inherent in buffer overflows will be practically demonstrated. Students will be introduced to the principles of securing		
	latabase systems, web, remote procedure calls, and sockets in general. The module concludes with Denial of Service attacks and the		
BI-BIG.21	DB Technologies for Big Data	KZ	5
l l	oduced into the field of Big Data processing where nonrelational (NoSQL) database engines are typically used today. The course is for	1	_
finishing the course	students were able to choose suitable tools (mostly open source) and techniques, design and implement a simplest reproducible me	ethod of data proce	ssing (data
collection, transform	nation/aggregation, presentation). Students get acquainted with various architectures for processing and storing big data. A theoretic	al foundation and p	resentation
	of individual technologies will be supplemented with specific examples from practice.		
BI-BLE	Blender	Z,ZK	. 4
	ds knowledge of opensource program Blender from BI-MGA (Multimedia and Graphics Applications) course. It is intended for those i ffers a complete and practically oriented introduction to Blender environment. Students may continue to BI-PGA (Programming grapl	_	
BI-BPR.21	Bachelor project	7	1
	g of the semester, the student reserves the topic of the bachelor's thesis and connects with the supervisor. He / she will arrange the		
		partial tasks that he	e / she will
	semester to process the assignment. If he completes these tasks, the supervisor will award him a credit from the subject BI-BPR at t		
perform during the s	· · · · · · · · · · · · · · · · · · ·	he end of the seme	ester. 2. The
perform during the sexternal supervisor of The completed and	semester to process the assignment. If he completes these tasks, the supervisor will award him a credit from the subject BI-BPR at the enters the information on granting the credit using the form "Granting credit from the external supervisor of the final thesis" (http://fit.cvu signed form must be delivered in person or by email to the SZZ coordinator, who will arrange for the credit to be granted. 3. If the top	the end of the seme t.cz/student/studijn pic of the work that	ester. 2. The i/formulare). the student
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BI-EHD	Introduction to European Economic History This course is presented in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).	Z,ZK	3		
BI-EJA	Enterprise Java	Z,ZK	4		
	dvanced technologies in the Java programming language. The focus is on technologies for development of enterprise information systems a database and are accessed through the web interface.		onnected to		
BI-EJK	Enterprise Java and Kotlin	Z,ZK	4		
	dvanced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise informat architecture, that can be deployed to the cloud.		1		
BI-EP1.24	Effective programming 1 The course is taught in Czech.	KZ	4		
BI-EP2	Efficient Programming 2	KZ	4		
	ficient Programming 1. Students will practice implementation of algorithms by solving typical problems. Various ways of solving individual with the aim to choose the best one and avoid implementation errors.		discussed,		
BI-EPP.21	Economic Business Processes	Z,ZK	5		
The aim of the coulin the market envir	rse is to present typical processes related to the usual life cycle of a company. The course focuses mainly on the basic economic and comment of the Czech Republic and the basics of management. In the course, students are acquainted with the typical phases of the ecompany, through the management of property and capital structure, financing of the company, determining the cost function of the	l financial aspects company's life cyc	le, from the		
	evaluating the financial health of the company and its eventual rehabilitation or termination.				
BI-FBI.21	Financial Business Intelligence	Z,ZK	5		
and other indicators for financial manage accounting period	se is to acquaint students primarily with financial accounting as a tool for recording business operations and documents for business is for comparison with other companies and management decision process at the tactical and strategic level. The second view is man ement and prediction of business development. Management accounting allows monitoring of the financial status and performance of the distance of the distance of the financial status and performance of the distance of the financial status and performance of the distance of the financial status and performance of the financial status and	agement accounti business activities d to use value info	ing as a tool over several rmation to		
BI-FEM.21	Fundamentals of Economics	Z,ZK	5		
The course allows	the students to discover basics of economic theory, which will then be used in subsequent courses of economics and management. of fundamental microeconomic and macroeconomic topics.	t contains a gener	al overview		
BI-FMU	Financial and Management Accounting	Z,ZK	5		
	rse is explanation of basic terms in the theory of accounting, the principles of balancing the property amounts and liabilities in the par				
	unts and accounting statements including opening and closing of bookkeeping. The course provides students with a legal modificatio ations based on current methods of double-entry bookkeeping for enterprising subjects in the Czech Republic. Principles of manager Business Inteligence moduls in Business information systems.				
BI-GIT	Version control system GIT	KZ	2		
	roduced to basic principles of version control systems. These principles will be then shown on DCVS Git both theoretically and practi mplementation details will be shown. Students will be challenged to use Git as users, project managers, team leaders as well as Git s	-	-		
BI-GIT.21	SW Development Technologies	Z	3		
This course is aime	d at one of the rudimental team software development technology - version control. To be more specific, we will introduce students to from hell, as Linus Torvalds nicknamed it, and provide a comprehensive guide into its depths, as well as for day-to-day use		on manager		
BI-HAM	HW accelerated network traffic monitoring	KZ	4		
	duces students to modern and widely used technologies and principles in the area of network infrastructure and traffic monitoring. The	_	-		
	mandatory skills to network operators (planning and development of resources and infrastructure) and security analysts alike (as a s oals of the course are to acquaint students with the modern trends and cornerstone principles in the area of monitoring network traffi				
	level and to develop their practical abilities in this field.				
BI-HAS This course is for s	Human Aspects in Cryptography and Security students interested not only in technical scope of computer science, but also in making products usable - for users and for developers	Z,ZK s. Students of this	5 course can		
	use their gained knowledge to design, plan and analyse their own projects in the context of human-centered security.				
BI-HMI	History of Mathematics and Informatics This course is presented in Czech.	Z,ZK	3		
BI-HWB.21	Hardware Security	Z,ZK	5		
The course deals with hardware resources used to ensure security of computer systems including embedded ones. Students become familiar with the operating principles of cryptographic modules, security features of modern processors, and storage media protection through encryption. They will gain knowledge about vulnerabilities of HW resources, including side-channel attacks and tampering with hardware during manufacture. Students will have an overview of contact and contactless smart card technology including applications and related topics for multi-factor authentication (biometrics). Students will understand methods of efficient implementations of ciphers.					
BI-IDO.21	Introduction to DevOps	Z,ZK	5		
	rith the topic of DevOps and prepares future developers and administrators for a modern culture of development and operation of syst		1		
covers the tools to support software development, testing and compilation. It also focuses on tools for automating infrastructure management and building and deploying software to the Cloud. It is an introduction to technologies that will then be discussed in more detail in related follow-up courses. The student will also get acquainted with modern technologies					
DI IOO	used in practice.	1/7			
BI-IOS	Fundamentals of iOS Application Development for iPhone and iPad This course is presented in Czech.	KZ	4		
BI-IOT.21	Internet of Things	Z,ZK	5		
wireless communi	on an overview of technologies and development tools used in the field of the Internet of Things (IoT). Lectures are devoted to an over cation technologies designed primarily for this area, and appropriate programming methods. They include an overview of IoT architect computer labs, students will gain practical experience with developing simple IoT systems using common development environments software - Arduino, Raspberry Pi OS).	ctures for different	application		
BI-JPO.21	Computer Units	Z,ZK	5		
	their basic knowledge of digital computer units acquired in the obligatory course of the program (BIE-SAP), get acquainted in detail w				
_	nputer units and processors and their interactions with the environment, including accelerating arithmetic-logic units and using approp				
· ·	e organization of main memory and other internal memories (addressable, LIFO, FIFO and CAM) will be discussed in detail, including el and serial data transmissions. They will also get acquainted with the methodology of controller design, with the principles of commo				

the environment and the architecture of the bus system. The problems will be practically evaluated in the labs and with the help of the educational microprogrammable hardware design kits (FPGA).	grammed processor	simulator		
BI-KAB.21 Cryptography and Security	Z,ZK	5		
Students will understand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms. They will be able to understand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms. They will be able to understand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms.				
certificates in systems based on them and learn the basics of safe use of symmetric and asymmetric cryptographic systems and hash functions in applic will gain practical skills in using standard cryptographic methods with an emphasis on security and will also get acquainted with the basic proced				
BI-KOM.21 Conceptual Modelling	Z,ZK	5		
The course is focused on developing abstract thinking and precise formulation skills using conceptual models. Students learn skills of discerning key term	, I			
categorize and specify correct relations in complex systems of social reality, mostly enterprises and institutions. Students learn basics of ontological structu	ıral modeling in the (OntoUML		
notation. Next, they learn how to express business rules and constraints using the OCL language and foundations of OWL/RDF semantic data representation.	tion in the Internet.	They also		
learn the foundations of enterprise engineering, being a discipline for conceptual modelling of enterprises and institutes and their processes. The DEMO modelling be taught. The course is designed with the respect to continuation in software implementations. Recommended optional follow-up co		N notation		
BI-KOT Programing in Kotlin	Z,ZK	4		
Kotlin is a modern, statically-styled object-functional language that exploits the extensive Java language ecosystem while delivering a number of advances.				
The language is fully Java compliant and allows for mixed projects that preserve existing parts written in Java, and continue with the development of a m	odern, object-function	ional way		
with minimum of boiler-plate code. Last but not least, Kotlin is suitable for designing of DSLs (Domain-Specific Languages).				
BI-KSA Cultural and Social Anthropology	ZK	2		
The one-semester course aims to acquaint students with the basics of social and cultural anthropology as a scientific discipline dealing with the diversity				
anthropological research from our "exotic" cultures (topics: kinship, religion, social exclusion, migration, globalization, , material culture, language, health, shown. The course is presented in Czech.				
BI-LA1.21 Linear Algebra 1	Z,ZK	5		
We will introduce students to the basic concepts of linear algebra, such as vectors, matrices, vector spaces. We will be executed by the concepts of linear algebra, such as vectors, matrices, vector spaces. We will be executed by the concepts of basic and dispersion and learn to solve a vetoms of linear equations using the Coursing aliminst	· · · · · · · · · · · · · · · · · · ·	I		
and also over finite fields. We will present the concepts of basis and dimension and learn to solve systems of linear equations using the Gaussian eliminat the connection with linear manifolds. We define the regularity of matrices and learn to find their inversions using GEM. We will also learn to find eigenvalue matrix. We will also demonstrate some applications of these concepts in computer science.		I		
BI-LA2.21 Linear Algebra 2	Z.ZK	5		
Studenti si v tomto p edm tu rozší í znalosti z p edm tu BI-LA1, kde se pracovalo pouze s vektory ve form n-tic ísel. Zde si zavedeme vektorový prost	, ,			
Seznámíme se také s pojmem skalární sou in a lineární zobrazení, což nám dovolí ukázat souvislost s lineární algebrou, geometrií a po íta ovou grafik				
bude numerická lineární algebra, kde si ukážeme potíže s ešením soustav lineárních rovnic na po íta i a možnosti, jak se s tímto problémem vypo ádat : Ukážeme si také aplikace lineární algebry v r zných oborech.	s d razem na rozkla	ady matic.		
BI-LOG.21 Mathematical Logic	Z,ZK	5		
The course focuses on the basics of propositional and predicate logic. It starts from the semantic point of view. Based on the notion of truth, satisfiability,		e, and the		
logical consequence of formulas are defined. Methods for determining the satisfiability of formulas, some of which are used for automated proving, are ex	cplained. This relates	s to the P		
vs. NP problem and Boolean functions in propositional logic. In predicate logic, the course further deals with formal theories, such as arithmetics, and	their models. The sy	ntactic/		
approach to mathematical logic is demonstrated on the axiomatic system of propositional logic and its properties. Gödel's incompleteness the	rems is explained.			
BI-MA1.21 Mathematical Analysis 1	Z,ZK	5		
We begin the course by introducing students to the set of real numbers and its properties, and we note its differences with the set of machine numbers. The	-			
and real functions of a real variable. We gradually introduce the notions of limits of sequences and functions, continuous functions, and derivatives of function				
is then applied to root-finding problems (iterative method of bisection and Newtons method), construction of cubic interpolation (spline), and formulation and splines (i.e., the increase of finding extreme of functions). The govern is placed with the Landaux governotation and methods of methods of methods are represented to a significant control of the control of				
problems (i.e., the issue of finding extrema of functions). The course is closed with the Landaus asymptotic notation and methods of mathematical description.				
BI-MA2.21 Mathematical Analysis 2 The course completes the theme of analysis of real functions of a real variable initiated in BI-MA1 by introducing the Riemann integral. Students will learn	Z,ZK	6		
use the substitution method. The next part of the course is devoted to number series, and Taylor polynomials and series. We apply Taylors theorem to the				
functions with a prescribed accuracy. Then we study the linear recurrence equations with constant coefficients, the complexity of recursive algorithms, and				
theorem. Finally, we introduce the student to the theory of multivariate functions. After establishing basic concepts of partial derivative, gradient, and He	-			
analytical method of localization of local extrema of multivariate functions as well as the numerical descent method. We conclude the course with the integral	ation of multivariate f	functions.		
BI-MDF.21 Modern Data Formats	KZ	3		
The goal of the course is to give an overview of commonly used data formats for typical types of data. There will be a description of each data type and the course is to give an overview of commonly used data formats for typical types of data. There will be a description of each data type and the course is to give an overview of commonly used data formats for typical types of data.	ne data formats use	ed for that		
data type along with tools available to work with such data. After finishing the course, the students should know how to work with common data	a, e.g. on the Web.			
BI-MGA.21 Multimedia and Graphics Applications	Z,ZK	5		
Students get acquainted with multimedia technologies and applications for 2D/3D bitmap and vector graphics. During the course, current tools for work				
graphics and animation will be introduced. Students learn several basic techniques of creation and editing content in computer graphics, introduction to grap				
technologies. They learn to use multimedia transmission and representation systems, including real-time multimedia processing. They understand the processing cards. They gain a number of practical skills, such as vectorizing restor images, retouching photos, or creating in		and use		
of graphics processing cards. They gain a number of practical skills, such as vectorizing raster images, retouching photos, or creating 3				
BI-MIT Mikrotik technologies	KZ	3		
The main motivation of the subject stands in the introduction of the RouterOS operating system and some network Mikrotik technologies which are commiddle internet service providers (ISPs). The students learn how to use and create the architectures of the network solutions which are based on the me				
and how to administrate and practically deploy them. The successful completion of this subject requires the previous knowledge of elementary computer net				
and technologies of the data-link, network and transport layer of the OSI model.				
BI-ML1.21 Machine Learning 1	Z,ZK	5		
The goal of this course is to introduce students to the basic methods of machine learning. They get theoretical understanding and practical working kn				
classification models in the supervised learning scenario and clustering models in the unsupervised scenario. Students will be aware of the relationship variance, and know the fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimensional	o permeen model p			
variance, and know the fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimensional data visualization. In practical demonstrations, pandas and scikit libraries in Python will be used.				
		Practical		
demonstrations, pandas and scikit libraries in Python will be used.	data visualization. In			
demonstrations, pandas and scikit libraries in Python will be used. BI-ML2.21 Machine Learning 2	data visualization. In	5		
demonstrations, pandas and scikit libraries in Python will be used. BI-ML2.21 Machine Learning 2 The goal of this course is to introduce students to the selected advanced methods of machine learning. In the supervised learning scenario, they, in part	data visualization. In Z,ZK ticular, learn kernel r	5 methods		
demonstrations, pandas and scikit libraries in Python will be used. BI-ML2.21 Machine Learning 2	data visualization. In Z,ZK ticular, learn kernel r	5 methods		
demonstrations, pandas and scikit libraries in Python will be used. BI-ML2.21 Machine Learning 2 The goal of this course is to introduce students to the selected advanced methods of machine learning. In the supervised learning scenario, they, in part and neural networks. In the unsupervised learning scenario students learn the principal component analysis and other dimensionality reduction methods.	data visualization. In Z,ZK ticular, learn kernel r	5 methods		
demonstrations, pandas and scikit libraries in Python will be used. BI-ML2.21 Machine Learning 2 The goal of this course is to introduce students to the selected advanced methods of machine learning. In the supervised learning scenario, they, in part and neural networks. In the unsupervised learning scenario students learn the principal component analysis and other dimensionality reduction methods basic principles of reinforcement learning and natural language processing.	Z,ZK ticular, learn kernel r	5 methods ts get the		

BI-MPP.21	Methods of interfacing peripheral devices	Z,ZK	5
	ed on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Universal		_
	ed on methods for interfacing of periprieral devices. Interfacing of real periprieral devices is locused on techniques based on oniversal ide and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of USB		
ciddes both i O si	drivers, simple application development, and APIs of selected devices.	devices, Elliax e	ina vvinaovi
BI-MVT.21	Modern Visualisation Technologies	Z,ZK	5
l l	urse is to give an overview of modern visualization technologies and their principles, namely technologies related to virtual and augme	•	I
_	lays (e.g., SAGE and video mapping) and their applications in practice. Several lectures deal with the content creation for the mentioned	-	
ja.a.	and procedural visualization, scientific data visualization, and 3D model scanning.		arriory rrac
BI-OOP.21	Object-Oriented Programming	Z,ZK	5
	rogramming has been used in the last 50 years to solve computational problems by using graphs of objects that collaborate together b		_
	acquainted with the main principles of object-oriented programming and design, used in modern programming languages. The empha		-
J	for developing software, which includes testing, error handing, refactoring, and application of design pattern.	•	
BI-OPT	Introduction to Optical Networks	Z.ZK	4
	overview of optical networking technology with the emphasis on practical utilization in Internet and in network infrastructures, on possiti	ole problems with	n deployme
of optical network	technology and on their solutions. The course will include the history of optical communications, an overview of passive components	(optical fibres, m	nultiplexors
persion compens	sators, and others), and an overview of active components (optical switches and amplifiers, high-speed coherent transmission system	s). The course w	vill also cov
e most up-to-date	topics presented at premium research conferences, such as ECOC or OFC. Attention will also be paid to new applications, such as t	he accurate time	e on Intern
Itrastable frequer	ncy transfer, or sensor networks. The labs will focus on real work with optical components and on measurement of their parameters. S	tudents will solv	e real task
	from practice.		_
BI-ORL	Operations Research and Linear Programming	KZ	5
•	introduce students to the issues of operational research and primarily to the practical application of linear programming as a fundament	•	
	nal research primarily focuses on the use of engineering methods (with a mathematical background) to solve practical problems (such		
BI-OSY.21	Operating Systems	Z,ZK	5
	a follow-up of the Unix-like operating systems course students deepen their knowledge in areas of OS kernels, process and thread implementations are students deepen their knowledge in areas of OS kernels, process and thread implementations are students deepen their knowledge in areas of OS kernels, process and thread implementations are students deepen their knowledge in areas of OS kernels, process and thread implementations are students deepen their knowledge in areas of OS kernels, process and thread implementations are students deepen their knowledge in areas of OS kernels, process and thread implementations are students deepen their knowledge in areas of OS kernels, process and thread implementations are students are students.		
tical regions, thre	ad scheduling, shared resource allocation and deadlocks, management of virtual memory and data storages, file systems, OS monito		ble to des
	and implement simple multithreaded applications. General principles are illustrated on operating systems Solaris, Linux, or MS Wir		_
BI-PA1.21	Programming and Algorithmics 1	Z,ZK	7
_	ability to formulate algorithms for solving basic problems and write them in the C language. They understand data types (simple, struct		-
atements, function	ons, concept of recursion. They learn to analyse simple cases of algorithm complexity. They know fundamental algorithms for searching	g, sorting, and n	nanipulatir
	with linked lists and trees.		
BI-PA2.21	Programming and Algorithmics 2	Z,ZK	7
udents know the i	nstruments of object-oriented programming and are able to use them for specifying and implementing abstract data types (stack, queu	ia anlargoabla s	arrav list s
		-	-
table). They learn	these skills using the C++ programming language and are introduced to all C++ features needed in object-oriented programming (e.	-	-
BI-PAI.21 he aim of the cou		g., template prod ZK doing business in	gramming, 5 n the Czec
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BI-PNO.21 Practical Digital Design ΚZ 5 Students get an overview of the contemporary digital design flow and learn practical skills to use synchronous design techniques. They understand the basics of the VHDL language and implementation technologies FPGA and ASIC. Students demonstrate practical use of the design techniques in the course project using modern industry-standard CAD design tools. BI-PPA.21 **Programming Paradigms** Z,ZK 5 The course deals with basic paradigms of high-level programming languages, including their basic execution models, benefits, and disadvantages of particular approaches. Functional programming paradigm and its basic principles are explained in details. Logic programming is introduced as another way of declarative programming. The principles are demonstrated on lambda calculus and on Lisp (Racket) and Prolog programming languages. Moreover, usage of these principles is demonstrated on modern mainstream programming languages such as C++ and Java. Project management BI-PRR.21 The aim of the course is to introduce students into the basic concepts and principles of project management, i.e. methods of planning, teamwork, analysis, crisis management in a project, communication, argumentation and meeting management. Students will practice project management techniques (e.g. SWOT analysis, risk assessment and management, Gantt charts, resource schedule, resource balancing, network graphs) and creation of project documentation. The course is designed especially for students who are interested in deepening their knowledge outside IT, consider starting their own company, or have ambitions to work in middle or senior management positions in large companies. The course is also suitable for all those who will develop software or hardware in the form of team projects. BI-PRS.21 **Practical Statistics** ΚZ 5 The students will be introduced to methods of applied statistics. They will learn how to work with various types of data, perform analyses, and choose models fitting the data. The course will encompass regression and correlation analysis, analysis of variance and non-parametric methods. Students will learn to use the statistical software R and will apply the studied methods on data from real problems. BI-PS2 Programming in shell 2 Z,ZK 4 Students gain a general overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In addition, they gain a deeper insight into shell and some other particular scripting languages and will get practical experience with shell script programming. Computer Networks The course introduces students to the principles of computer networking. It covers basic technologies, protocols, and services commonly used in local networks and in the Internet as well. The lectures will be amended by proseminars that introduce students into network programming and demonstrate the abilities of advanced network technologies. Students practically verify configurations and management of network devices in the lab within the environment of the operating systems Linux and Cisco IOS. BI-PST.21 Probability and Statistics Students will learn the basics of probabilistic thinking, the ability to synthesize prior and posterior information and learn to work with random variables. They will be able to apply basic models of random variable distributions and solve applied probabilistic problems in informatics and computer science. Using the statistical induction they will be able to perform estimations of unknown distributional parameters from random sample characteristics. They will also be introduced to the methods for testing statistical hypotheses and determining the statistical dependence of two or more random variables. Python Programming BI-PYT.21 K7 The aim of the course is to get acquainted with basic efficient control and data structures of the Python programming language for text and binary data processing. The differences between philosophy of programming in Python and in other programming languages will be explained. Each topic is prepared for students in the format of a Jupyter notebook, which enables greater accent to individual student work. Before each lab, students pass a short test on the last week topic. Four homeworks plus a semester work will be assigned during the semester. **BI-QAP** Quantum algorithms and programming Course aims at giving students hands-on experience with quantum computers and their programming. We focus on fundaments of quantum mechanics, on which quantum technologies are based, and algorithms showing advantages and limitations of quantum computing. During tutorials students work in open-source software development kit Qiskit, which is based on Python language. Knowledge of linear algebra at the level of BI-LA1 and BI-LA2 (or BI-LIN) is necessary. Previous completion of BI-MA2 or BI-VMM and experience with Python might be an advantage. No previous knowledge of physics is assumed. BI-QUA **Quality Assurance K7** This course introduces students to the fundamentals of testing and quality management. Students will learn what the role of a tester is in the context of different types of software development and will experience hands-on application testing using both manual and automated testing. At the end of the semester, the student should be prepared to perform a test analysis, design a set of test scenarios, prepare test data, automate an appropriate portion of the scenarios, and prepare a report on the bugs found in the product under test. BI-SAP.21 Computer Structure and Architecture Students will get acquainted with the basic architecture and units of a digital computer, understand the structure, function, and implementation of arithmetic-logic unit, controllers, memory, I/O communication, methods of data transfers between the units. The logic design and the implementation of a program-controlled simple processor is practically implemented in the labs using programmable circuits (FPGA), a single-chip microcomputer, and modern design (EDA) tools. BI-SCE1 Computer Engineering Seminar I Ζ The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester. Computer Engineering Seminar II BI-SCE2 Ζ The Seminar of Computer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to failures and attacks. Students are approached individually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the subject is work with scientific articles and other professional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teachers. The topics are new for each semester. **BI-SEP** World Economy and Business This course is presented in Czech. The course introduces students of technical university to the international business. It does that predominantly by comparing individual countries and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well as indexes of economic freedom, corruption and economic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of discussions based on individual readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite. BI-SIP.21 Network Programming The course covers fundamental topics of programming network applications. It consists of 4 parts. The introductory part is focused on low-level programming using BSD sockets. The second part is devoted to designing communication protocols and their verification. The third part introduces the principles and applications of middleware technologies. The final part introduces basic modern models of distributed computing - P2P and blockchain. All topics will be first explained theoretically and then practices in computer labs using a chosen programming language environment. BI-SKJ.21 Scripting Languages Z.ZK Students gain a general overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In addition, they gain a deeper insight into shell and some other particular scripting languages and will get practical experience with shell script programming.

BI-SOJ	Machine Oriented Languages	Z,ZK	4
	irse will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optimal us ration of software with hardware. Next, there will be discussed x86 specifics of the majority of OSes from the application point of view lir	•	
and omorom ocopo	This knowledge will be used during reverse engineering, optimization, and evaluation of code security.	med to mg.rer level	iai igaageei
BI-SP1.21	Team Software Project 1	KZ	5
_	ands-on experience with the analysis, design, and prototyping of a large-scale software system. Theoretical support is provided in the		
-	hat teaches students necessary techniques and principles. Teams consisting of 4-6 students will work on a specific project. The teach Llarly consults with the team (at the seminars) both the formal and material aspects of the software design. The resulting software art		
, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	and finished in the BIE-SP2 course.		
BI-SP2.21	Team Software Project 2	KZ	5
	ds-on experience with the iterative development process while working on a large-scale software project. The first iteration is the result		
	ollow-up, the functionality, testing, and documentation of the software system being developed will be emphasized. Students will work er, in the role of the team and project leader, regularly consults with the team (at the seminars) the formal as well as material aspects		eopie. i ne
BI-SPS.21	Administration of Computer Networks and Services	Z,ZK	5
	rse is to deepen the theoretical knowledge of network technologies and protocols in the environment of network servers administrated	•	
Linux and Windows	s. The course syllabus requires the knowledge at the level of courses BIE-PSI, BIE-VPS, and BIE-OSY. Practical skills will be gained by with real network infrastructure.	practical hands-on	experience
BI-SQL.1	Language SQL, advanced	KZ	4
	ן n knowledge obtained in BI-DBS. Students become familiar with advanced relational and non-relational features of SQL language. In pa		
	queries, OLAP support, object-relational constructions. Part of the course is dedicated to practical database optimization from the point of	•	
	exes, clusters, index-organized tables, and materialized views, as well as from the point of view query optimization. Execution plan an		
will be discusse	ed. Lectures will usually discuss SQL standard, but many features will be demonstrated on Oracle DBMS. Seminars are based on Ora PostgreSQL.	icie Dbivi5 and par	ually on
BI-SRC.21	Real-time systems	Z,ZK	5
	he basic knowledge in the real-time (RT) system theory and in the design methods for RT systems including the dependability issues.		
lectures will be exp	perimentally verified in computer labs. The course is mainly focused on embedded RT systems, therefore the design kits in the lab are	e the same as in the	e BIE-VES
BI-ST1	course. Network Technology 1	Z	3
	iented to providing the students basic information and practical skills from the area of digital and IP networks. The subject is acredited	_	
	CCNA1 - R&S Introduction to Networks.		
BI-ST2	Network Technology 2	Z	3
BI-ST3	This course is presented in Czech. Network Technology 3	7	3
	r enhance their knowledge acquired from previous BI-ST1 and BI-ST2 courses. Principles of routing and switching presented during B		
	ded in the course. Students will be able to start fine-tune protocols' settings to gain certain advantages like increased efficiency, predi		
	simple tendlems assurity -t-		
DI OT I	simple topology, security, etc.		
BI-ST4	Network Technology 4	Z	3 8I-ST1 and
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The fundamental part of the course is the introduction to key ideas of an information system selection, evaluation of information system benefits, ways of information systems implementation and information system implementation based on the project management principles. The emphasis is on the initial customer analysis, customer insight and ability to decide whether it is better to implement any existing information system or to develop a new one from scratch. These factors determine the information system implementation success. At the end of the course information systems security, operation, support, maintenance, legislation impacts, and government information systems topics are discussed. BI-T.IV 21 Java Technology Z.ZK 5 The goal is to provide knowledge and skills for developing information systems and applications through concepts used in software development and experience with libraries and tools from Java language ecosystem. At the course end, the students are able to develop software systems in Java platform. Computer Networks Technologies The course introduces students with basic and advanced technologies, components, and interfaces of contemporary computer networks at the physical layer with the overlap to the link layer. The lectures provide theoretical foundations of these technologies and explain relevant physical principles. In the labs, the respective technologies will be demonstrated and with the most important ones students will get hands-on experience. Thematically, the course covers both local and long-range optical networks, Ethernet, modern wireless networks, always with focus on high-speed networks. BI-TS1 Theoretical Seminar I Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. BI-TS2 Theoretical Seminar II Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. BI-TS3 Theoretical Seminar III Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. Theoretical Seminar IV Theoretical seminar is intended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a classical reading group. The students are treated individually and concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is a work with scientific papers and other scholarly literature. The capacity is limited by the the potentials of the teachers of the seminar. BI-TUR.21 User Interface Design Z,ZK Students gain a basic overview of methods for designing and testing common user interfaces. They get experience to solve the problems where software and other products do not communicate with the user optimally, since the needs and characteristics of users are not taken into account during product development. Students gain an overview of methods that bring users into the development process to ensure optimal interface for them. BI-TWA.21 Design of Web Applications Z,ZK 5 The basic course of web application development. Initially, the students become familiar with HTTP and its possibilities and partly with some properties of language describing the structure (HTML) and presentation of document on the Web (CSS). These skills provide the necessary basis for the development of Web applications, which will be demonstrated in modern libraries facilitate the development of Web pages applications. Server side will be demonstrated on PHP technology using frameworks Symfony 2, Doctrine 2. Developments on the client side will be demonstrated using a JavaScript language with library jQuery and possibly MV* framework React. BI-TZP.21 Technological Fundamentals of Computers Students get acquainted with the fundamentals of digital and analog circuits, as well as basic methods of analyzing them. Students learn how computer structures look like at the lowest level. They are introduced to the function of a transistor. They will understand why processors generate heat, why cooling is necessary, and how to reduce the consumption; what the limits to the maximum operating frequency are and how to raise them; why a computer bus needs to be terminated, what happens if it is not; how a computer power supply looks like (in principle). In the labs, students model the behavior of basic electrical circuits in SW Mathematica. BI-UKB.21 Introduction to Cybersecurity Z,ZK 5 The goal of the course is to provide students with the introduction of basic concepts in modern approach to cybersecurity. Students will get a basic overview of threats in cyberspace and attacker techniques, security mechanisms in networks, operating systems and applications, as well as of basic cyberspace regulations BI-ULI 2 Introduction to Linux Students become familiar with the basics of the Linux operating system using e-learning form. They learn to work with the command line and become familiar with basic commands and techniques of a Unix-like system. Topics can be studied first theoretically and then practically verified in a virtual machine (terminal) BI-UOS.21 Unix-like Operating Systems K7 Unix-like operating systems represent a large family mostly open-source codes that kept bringing during the history of computers efficient innovative functions of multiuser operating systems for computers and their networks and clusters. The most popular OS today, Android, has a unix kernel. Students get overview of basic properties of this OS family, such as processes and threads, access rights and user identity, filters, or handling files in a file system. They learn to use practically these systems at the level of advanced users who are not only able to utilize powerful system tools that are available to users, but are also able to automatize routine agenda using the unix scripting interface, called shell BI-VAK.21 Selected Applications of Combinatorics The course aims to introduce students in an accessible form to various branches of theoretical computer science and combinatorics. In contrast to the basic courses, we approach the issue from applications to theory. Together, we will first refresh the basic knowledge needed to design and analyze algorithms and introduce some basic data structures. Furthermore, with the active participation of students, we will focus on solving popular and easily formulated problems from various areas of (not only theoretical) informatics. Areas from which we will select problems to be solved will include, for example, graph theory, combinatorial and algorithmic game theory, approximation algorithms, optimization and more. Students will also try to implement solutions to the studied problems with a special focus on the effective use of existing tools. BI-VDC.21 Virtualization and Data Centers The aim of the course is to familiarize students with technology basis of cloud computer systems. It shows principles and techniques used in design and implementation of data center infrastructure, such as various kinds of virtualization and high availability of servers, storages, and software layers. The course guides through data center technologies from private to public and hybrid clouds. Student learn current trends in the architecture of IT infrastructure and its configuration for classic and cloud applications. Students will understand the design, validation, and operation of complex infrastructures for modern applications with respect to scalability and protection against overloads, outages, and data losses BI-VES.21 Embedded Systems Students learn to design embedded systems and develop software for them. They get basic knowledge of the most common microcontrollers and embedded processors, their integrated peripheral circuits, programming methods, and applications. They get practical skills with development kits and tools. Virtual game worlds The course leads students to create a complex virtual world. The course is a continuation of basic graphical courses (MGA, PGR, BLE,). This current students knowledge is furthermore complemented by the theory of game design, principles of writing dialogues and characters in order to create a functional and complex virtual world. The course can be followed by the course MI-PVR with the task of converting scenes and their dynamics into a fully virtual environment suitable for VR devices.

BI-VHS.21 Virtual game worlds Z,ZK 5 In the course students learn methods to create a complex virtual world. It is a follow-up course of basic courses of the PG specialization (BIE-MGA, BIE-PGR). Students gain knowledge of the theory of game design, of principles of writing dialogues and characters in order to create a functional virtual world. Within the labs they get practical skills within team development work on the semester project. BI-VIZ.21 ΚZ **Data Visualization** 5 The course offers an overview of the types and characteristics of data as well as suitable visualization methods. This will aid the students in understanding data, their content and their application in areas such as data mining and machine learning. Within the course, students will be introduced to exploratory data analysis, preprocessing, and ways of visualizing different kinds of data such as text, social networks, time series or basic image data processing. Students will get hands-on experience in applications of selected methods to real-world examples in the Python programming language. BI-VMM Selected Mathematical Methods The lecture begins with an introduction to the analysis of complex functions of a complex variable. Next, we present the Lebesgue integral. We then address Fourier series and their properties. Further, we introduce and study the properties of the Discrete Fourier Transform (DFT) and its fast implementation (FFT). We discuss the wavelet transform. We examine the linear programming problem in more detail and its solution using the Simplex algorithm. Each topic is demonstrated with interesting examples. BI-VPS.21 Selected Topics in Computer Networking The course builds upon the Computer Networks course (BI-PSI), obligatory for the program. Students will learn in detail principles, protocols, and technologies used in modern computer networks from local area networks up to Internet, with focus on switching, routing, security, and virtualization. The emphasis will be on gaining practical experience with real network devices in the lab and learning important methods of local area and wide area networks from the viewpoint of functionality, performance, and security. BI-VR1 Virtual reality I 4 Introduction to Virtual Reality (VR), virtual reality operating system and virtual reality creation. Another objective is to meet the rules and requirements of virtual worlds communication. The course focuses on the ways of teaching using virtual reality technologies and interactive activities in educational virtual 3D worlds. It improves computational thinking, empathy and shared social activities. BI-VR2 Virtual reality II ΚZ 3 Continuation of the course Virtual Reality I. The new course focuses on collaborative telepresence, spatial computing and social life of avatars. The objective is to develop applications for computer science and gamification in various social metaverse and desktop engines. BI-VWM.21 Searching the Web and Multimedia Databases Students get basic overview about search techniques in the web environment that is interpreted as a very large distributed and heterogeneous storage of documents. In particular, students acquire information about search techniques in text and hypertext documents (the web pages themselves) and about feature extraction from web pages. They get detailed knowledge of similarity search in multimedia databases (generally in collections of unstructured data). They also learn techniques for programming web search engines for the mentioned data types (documents). **BI-ZIVS** Intelligent Embedded System Fundamentals K7 Intelligent embedded system fundamentals course is focused on high-level technology embedded systems integrating artificial intelligence. The aim of the course is to teach students modern humanoid robot control and development of applications in a graphical development environment. Lectures provide fundamentals of motion control, sensor reading, application interfaces, robot navigation and development tools. In labs, students program a set of basic task by using the robot simulator and real hardware to get practical experience with these technologies. **BI-ZNF** PHP Framework Nette - basics ΚZ 3 Students will gain the basics of PHP framework Nette. They will learn how to practically work with MVP architecture and various libraries of this Czech popular framework. The resulting knowledge should serve for the efficient creation of a web backend in PHP language. Process engineering Students will learn fundamentals of process engineering in this subject. Students will get necessary foundations for understanding formal principles of process modelling and they will learn basics of the used notations (UML, BPMN, BORM). The focus in this subject lies in training of practical skills of formalisation and modelling of business processes using modern CASE tools. The role of process engineering for information systems development is discussed as well as its importance in the overall context of information and business strategy of an enterprise. Basics of System Control BI-ZRS.21 Z,ZK 5 The course gives an introduction to the field of automatic control. Students will gain knowledge in this rapidly evolving field of great future. We will focus our attention particularly on control of engineering and physical systems. We will provide basic information from the feedback control of linear dynamical SISO systems, description methods of system models, basic linear dynamic systems analysis and design verification, simple PID feedback, PSD, and fuzzy controllers. Students will learn the methods of creating a description of the system model, the basic linear dynamic systems analysis and design verification and simple PID feedback, PSD, and fuzzy controllers. Attention is also given to sensors and actuators in control loops, issues of stability in control systems, single and continuous adjustment of the controller parameters, and certain aspects of the industrial implementation of continuous and digital controllers and PLC control. BI-ZS10 Bachelor internship abroad for 10 credits Ζ 10 Each student can once within his / her bachelor's study programme have a foreign internship at a foreign university or other foreign scientific and/or research institution. Before the internship the Dean of the FIT, or the vice-dean for study affairs assesses the professional content. The student must provide evidence of the professional content and extent of the internship. Auxiliary courses BI-ZS10, BI-ZS20, BI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits correspond to 4 weeks of full-time employment with a foreign institution. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divided into two subjects if the internship exceeds the academic year's dead-line. BI-ZS20 Bachelor internship abroad for 20 credits 20 Each student can once within his / her bachelor's study programme have a foreign internship at a foreign university or other foreign scientific and/or research institution. Before the internship the Dean of the FIT, or the vice-dean for study affairs assesses the professional content. The student must provide evidence of the professional content and extent of the internship. Auxiliary courses BI-ZS10, BI-ZS20, BI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits correspond to 4 weeks of full-time employment with a foreign institution. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divided into two subjects if the internship exceeds the academic year's dead-line. BI-ZS30 Bachelor internship abroad for 30 credits Each student can once within his / her bachelor's study programme have a foreign internship at a foreign university or other foreign scientific and/or research institution. Before the internship the Dean of the FIT, or the vice-dean for study affairs assesses the professional content. The student must provide evidence of the professional content and extent of the internship. Auxiliary courses BI-ZS10, BI-ZS20, BI-ZS30 are used used for the evidence and evaluation of the internship in IS KOS. Every 10 credits correspond to 4 weeks of full-time employment with a foreign institution. The maximum number of credits a student can earn for one internship is 30 credits. This amount can be divided into two subjects if the internship exceeds the academic year's dead-line. BI-ZSB.21 Basics of System Security Z,ZK The goal of the course is to provide introduction to basic concepts in security of computer systems. Further, the course introduces the basics of forensic analysis and related topics such as malware analysis or incident response. After finishing the course student will get both theoretical and practical knowledge in the area of modern operating systems security, as well as skills needed for independent work in the area of operating system security incident analysis.

BI-ZUM.21 Artificial Intelligence Fundamentals	Z,ZK	5
Basic course on introduction to artificial intelligence with emphasis on symbolic techniques. The design of an intelligent agent and the techniques especially at the decision-making level. The intelligent agent in the context of the course can be represented for example by a physical robot, bu		
as a virtual assistant or a character in a computer game. We will not only introduce the basics, but also show the current state-of-the		y, odo
BI-ZWU Introduction to Web and User Interfaces This course is presented in Czech.	Z,ZK	4
BIE-CSI Introduction to Computer Science	Z	2
This is an introductory class on Elementary Computer Science for broad audiences: bachelor students in computer science, students majoring in c science, high-school students, anybody with a background in basic math and the desire to understand the absolute basics of computer science.		
and relate basic principles of computer science for students to understand, early on, what computer science is, why things such as high-level pro-	_	
done the way they are, and even how, on a basic yet representative and practically relevant level. After taking the class, students are able to ans	-	
questions but also questions about themselves such as which courses to take next and which books to follow up with, ideally realizing if they are than expected, or even less than before.	interested in computer so	ience more
BIE-DIF Differential equations	Z,ZK	5
This course provides a foundational overview of differential equations, starting with basic motivation and examples of ODEs and progressing to esse		
of variables. Key theorems on existence and uniqueness establish when solutions can be guaranteed. Linear and system-based ODEs are cove polynomial analysis, followed by examples of non-linear models such as predator-prey and epidemiological models to showcase real-world app		
partial differential equations (PDEs) extends these concepts to multi-variable contexts. The course will also cover numerical methods for solving		
and explicit Euler methods, Runge-Kutta methods, and finite element methods for both ODEs and PDEs.		
BIE-EEC English language external certificate The BIE-ECC course can be recognized for any active semester after the submission of a certificate certificate that demonstrates their proficiency in	Z n English comparable to o	4 r exceeding
the B2 level of the Common European Framework of Reference for Languages.	T English comparable to c	. cxcccamig
BIE-IMA2 Introduction to Mathematics 2	Z	2
Students refresh and extend knowledge of elementary functions and their properties. Students understand basic mathematical principles and the examples.	y are able to apply them i	n particular
BIE-SEG Systems Engineering	Z	0
This is an introductory class on systems engineering for bachelor students in computer science. The goal of the class is to introduce basic princip	les of operating systems	- 1
to understand processor and memory virtualization. Seeing and actually understanding virtualization is the overarching theme of the class. After the difference have a processor and threads as well as a multiple and virtualization, which virtual memory is and how it works well	•	
understand the difference between processes and threads as well as emulation and virtualization, what virtual memory is and how it works, will parallelism, and how processes and threads synchronize efficiently to overcome concurrency for communication		oosea to
BIE-ZUM Artificial Intelligence Fundamentals	Z,ZK	4
Students are introduced to the fundamental problems in the Artificial Intelligence, and the basic methods for their solving. It focuses mainly on the or		
space search, multi-agent systems, game theory, planning, and machine learning. Modern soft-computing methods, including the evolutionary alg be presented as well.	orithms and the neural ne	etworks, will
FI-TOP Academic writing	Z	2
Publishing is an important and required part of research activity. It is not only about obtaining research results but also about applying them in the	•	-
publications can be useful for students not only in their own publishing activities but also in the preparation of a bachelor's or master's thesis. In tl write a scientific article, what parts such an article should have, and how the peer review process works. Students will also try their hand at presenti		
else's article. The course will be taught in blocks, with one lecture at the beginning of the semester and one practicum in the middle of the semester.	•	٠ ا
on the availability of enrolled students. FIT-SEP World Economy and Business	7 7/	4
FIT-SEP World Economy and Business This course is presented in Czech. The course introduces students of technical university to the international business. It does that predominant	Z,ZK Z ly by comparing individua	4 I countries
and key regions of world economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as	well as indexes of econom	ic freedom,
corruption and economic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the for readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite.	m of discussions based o	n individual
FITE-EHD Introduction to European Economic History	Z,ZK	3
The course introduces a selection of themes from the European economic history. It gives the student basic knowledge about forming of the glob		
of the key periods in history. As European countries have been dominant actors in this process it focuses predominantly on their roles in the eco area of Roman Empire to fragmentation of the Middle Ages, from destruction of WWII to the current affairs, the development of modern financial i	, ,	
does not cover detailed economic history of particular European countries but rather the impact of trade and role of particular events, institutions	·	
meetings will consist of a mixture of lecture and discussion.		
NI-AFP Applied Functional Programming This course is presented in Czech. Functional programming represents one of the traditional programming paradigms. Traditional and novel functi	KZ	5
the rise nowadays and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, in the rise nowadays and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, in the rise nowadays and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, in the rise nowadays are constructed in the rise nowadays and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, in the rise nowadays are constructed in the rise nowadays and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java).		-
necessary competence of a software engineer: the theory and especially the practice.		
NI-DDM Distributed Data Mining Course focuses on state-of-the-art approaches for distributed data mining and parallelization of machine learning algorithms. Students will gain h	KZ	4
data processing framework Apache Spark and with existing distributed DM / ML algorithms. They will learn principles of their parallel implementa	•	-
approaches to parallelize other algorithms. The course is prezented in czech language.		
NI-DSP Database Systems in Practes	Z,ZK	4
This course is presented in Czech. NI-DZO Digital Image Processing	Z,ZK	4
This course presents a comprehensive overview of modern methods for interactive editing of digital images and video. It mainly deals with practice		
implement and have an interesting theoretical basis. Visually attractive applications provide better understanding of basic theoretical background the		
of digital image processing. This course will introduce algorithms solving the following practical applications: edge-aware editing, tone mapping frequency domain, abstraction, hybrid images, gradient domain editing, seamless image stitching and cloning, digital photo-montage, color-to-gra	•	
interactive as-rigid-as-possible image deformation, free-form image registration, texture synthesis, interactive segmentation, colorization, pain	-	
NI-IAM Internet and Multimedia	Z,ZK	4
The NI-IAM course is focused on principles and modern technologies for network transmissions of audiovisual (AV) signals. The syllabus includ presentation of AV signals (output), network communication protocols, device interfaces, codecs, data formats and stereoscopy. We will look at pra	· · · · · · · · · · · · · · · · · · ·	
audiovisual transmissions. Within the labs, students will practically assemble AV transmission chains using HW and SW technologies and verify		

the quality and later	ncy of AV transmissions. Students will learn how to build Internet infrastructure for end-to-end AV transmissions from the recording the for audience.	e scene up to the p	presentation	
NI-LSM	Statistical Modelling Lab	KZ	5	
- 1	ented on a single and multi-target tracking. The student both learns the existing methods and tries to implement them. The stress is p		_	
	on and its modeling using numpy and scipy. The second half of the semester is focused on the design of methods and algorithms, and			
	At this point, the subject is on the border of own research and may result in the topic of final work (diploma or bachelor thesi	s).		
NI-MOP	Modern Object-Oriented Programming in Pharo	KZ	4	
Object-oriented pro	gramming is currently one of the most widespread paradigms of software creation, especially enterprise information systems, where	its ability to natural	abstraction	
is used to build com	plex modern applications. In this course, we build on the knowledge acquired in the course BI-OOP and aim to further deepen the skills	of design and imp	lementation	
of object systems	in modern pure object system Pharo (https://pharo.org). The course focuses on individual approach to students, their development no	eeds and areas of	interest. In	
addition to deepeni	ng object programming skills, which are generally applicable in other OO languages, students will also gain the opportunity to work c	n interesting proje	cts and OO	
technologies in ter	ms of semestral work with the possibility of cooperation with practice and related bachelor, diploma, postgraduate our direct involvem	ent in the Pharo C	Consortium.	
NI-MPL	Managerial Psychology	ZK	2	
NI-MSI	Mathematical Structures in Computer Science	Z,ZK	4	
Mathematical se	mantics of programming languages. Data types as continous lattices, Scott topology. Procedures as continuous mappings. The Scott	model of lambda	calculus.	
	Introduction to category theory.			
NI-OLI	Linux Drivers	Z,ZK	4	
The Linux operating	system is an important operating system for personal computer and also for embedded systems. Systems on chip and combining po	werful processors	and FPGAs	
increase the varia	ability of peripheral subsystems requiring specific software drivers. This course is an advanced course in theLinux driver developmer	nt for master's stud	lents. The	
COI	urse provides knowledge of Linux operating system architecture, principles of development of various types drivers, including practical	al experience.		
NI-PDD	Data Preprocessing	Z,ZK	5	
Students learn to pi	epare raw data for further processing and analysis. They learn what algorithms can be used to extract information from various data s	ources, such as im	ages, texts,	
time series, etc., a	nd learn the skills to apply these theoretical concepts to solve specific problems in individual projects - e.g., extraction of characterist pages.	tics from images o	r from web	
NI-PSD	Public Services Design	KZ	4	
	oduce students to specifics of UX, Service design and development for public sector. We will look into the design and development pi			
suppliers (devs a	nd designesr) as well as clients. In small teams students will work on projects from partner organizations and will try out collaboration Course is aimed at students-designers as well as clients.	n with client repres	entatives.	
NI-PSL	Programming in Scala	Z,ZK	4	
The course introduces the modern programming language Scala which exploits object-functional paradigm. Scala comprises advance language features - e.g.pattern matching and advance standard library. Scala enables to use of applications functional patterns e.g. H-List, Monads, etc. Scala is used by many powerful frameworks and libraries e.g. Play, Cassandra, Scalaz, etc.				
NI-REV	Reverse Engineering	Z,ZK	5	
	quainted with the essentials of reverse engineering of computer software. They will learn how processes start and what happens before			
_	will understand how executable files are organized and how they interact with 3rd party libraries. Another part of the course is dedicated and			
	ten in C++. Students will also understand principles of disassemblers and obfuscation techniques. A part of the course will also be de	_	- 1	
	bugging work and which methods can be used to detect it. One of the lectures will be dedicated to the latest trends on the computer			
	the course is on the seminars, where students will solve practically oriented tasks from the real world.			
NI-SYP	Parsing and Compilers	Z,ZK	5	
The module builds u	ipon the knowledge of fundamentals of automata theory, formal language and formal translation theories. Students gain knowledge of ve	'	applications	
	of LR parsing and are introduced to special applications of parsers, such as incremental and parallel parsing.			
NI-TSP	Testing and Reliability	Z,ZK	5	
	mowledge about circuit testing and about methods for increasing reliability and security. They will get practical skills to be able to pre		the help of	
the intuitive path se	nsitization and to use an ATPG for automatic test generation. They will be able to design easily testable circuits and systems with bui	ilt-in-self-test equip	ment. They	
	will be able to compute, analyze, and control the reliability and availability of the designed circuits.			
NI-VCC	Virtualization and Cloud Computing	Z,ZK	5	
	n knowledge of architectures of large computer systems that are used in data centers and computer infrastructure of companies and		ey will get	
	tualization principles, tools and technologies that serve to facilitate and automate configuration, testing and monitoring, and to efficie			
performance par	ameters of modern computer systems. Theoretically and practically, they will get acquainted with containerization as the most effecti	ve technology toda	ay for the	
management of cor	nplex computer systems and with specific technologies of cloud systems. Finally, they will learn the principles and gain practical skills ir	the use of moderr	n integration	
	and development tools (Continuous integration and development).			
NI-VYC	Computability	Z,ZK	4	
Classical theory of recursive functions and effective computability.				
TV1	Physical Education	Z	0	
TV2	Physical Education	Z	0	
TV2K1	Physical Education 2	Z	1	
TVK1	Physical Education	Z	1	
TVKLV	· · · · · · · · · · · · · · · · · · ·		0	
	Physical Education Course	Z		
TVKZV	Physical Education Course	Z 7	0	
TVV	Physical education	Z	0	

For updated information see http://bilakniha.cvut.cz/en/FF.html Generated: day 2025-06-01, time 16:25.

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Physical education