Study plan

Name of study plan: Bachelor Specialization Web Engineering, in Czech, 2024

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: 156 Elective courses credits: 24 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 2024/2025 do prezen ní formy studia bakalá ského programu. . Garant: Ing. Lukáš

Ba inka, email: lukas.barinka@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. 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 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 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 exercises of the course, an active approach to the creation of individual parts of the bachelor's thesis is assumed.

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: 43

The role of the block: PS

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

Name of the group: Compulsory courses of specialization Web Engineering, version 2021

Requirement credits in the group: In this group you have to gain 43 credits

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

Credits in the group: 43 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-AWD.21	Web and Database Server Administration Michal Valenta, Lukáš Ba inka Lukáš Ba inka Michal Valenta (Gar.)	Z,ZK	5	2P+2C	Z	PS
BI-BIG.21	DB Technologies for Big Data Monika Borkovcová Monika Borkovcová (Gar.)	KZ	5	2P+2C	Z,L	PS
BI-MDF.21	Modern Data Formats Petr Pauš Petr Pauš (Gar.)	KZ	3	1P+1C	Z	PS
BI-PJS.21	JavaScript Programming Martin Kolárik, Nikita Mironov Monika Borkovcová Monika Borkovcová (Gar.)	KZ	5	3C	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-TUR.21	User Interface Design Jan Schmidt Jan Schmidt Jan Schmidt (Gar.)	Z,ZK	5	2P+2C	L	PS
BI-TWA.21	Design of Web Applications David Bernhauer David Bernhauer David Bernhauer (Gar.)	Z,ZK	5	2P+2C	Z	PS
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	PS
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	PS

Characteristics of the courses of this group of Study Plan: Code=BI-PS-WI.21 Name=Compulsory courses of specialization Web Engineering, version 2021

BI-AWD.21	Web and Database Server Administration	∠,∠K	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. T	he principles will be demonstrated on the PostgreSQL relational database engine and Apache will be used as an example of	a web server.						
BI-BIG.21	DB Technologies for Big Data	KZ	5					

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-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 data formats used 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, e.g. on the Web.

BI-PJS.21 JavaScript Programming KZ 5
The course is an introduction to Javascript programming. Students will also learn best practices and get acquainted with tools that make code development in Javascript easier.

BI-SWI.21 Software Engineering Z,ZK

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-TUR.21 User Interface Design Z,ZK 5

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-IDO.21 Introduction to DevOps Z,ZK 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-VWM.21 | Searching the Web and Multimedia Databases | Z,ZK | 5

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).

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-WI.21

Name of the group: Compulsory elective courses for the specialization Web engineering, 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:

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-PHP.21	Programing in PHP Andrii Plyskach, Martin Urbanec, Otto Šleger Martin Urbanec Monika Borkovcová (Gar.)	KZ	5	3C	Z	PV
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	PV

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

BI-PHP.21	Programing in PHP	KZ	5				
The course is an introdu	The course is an introduction to the PHP language and technology. Students will learn also best practices and will use tools that make developme						
BI-PYT.21	Python Programming	KZ	5				
The aim of the course is	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 difference of the Python programming language for text and binary data processing.						

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.

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.

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 exceed					
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: 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.24

Name of the group: Physical Education, version 2024

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
TV1	Physical Education	Z	0	0+2	Z	PT
TVV	Physical education	Z	0	0+2	Z,L	PT
TVK1	Physical Education Luboš Neuman Ji í Drnek (Gar.)	Z	1		L,Z	PT
TVV0	Physical education	Z	0	0+2	Z,L	PT
TV2	Physical Education	Z	0	0+2	L	PT
TVKZV	Physical Education Course	Z	0	7dní	Z	PT
TVKLV	Physical Education Course	Z	0	7dní	L	PT

Characteristics of the courses of this group of Study Plan: Code=BI-PT.24 Name=Physical Education, version 2024

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

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 Note on the group:

Note on the g				1		
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 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 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 Solcová Alena Solcová Alena Solcová (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 Karel Klouda	Z	2	1C	Z	V
BI-CS2	C# language and data access Pavel Št pán 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 (Gar.)	KZ	4	3C	L	V
BI-QAP	Quantum algorithms and programming Tomáš Kalvoda, Ivo Petr Ivo Petr Ivo Petr (Gar.)	KZ	5	1P+2C	Z	V
NI-LSM	Statistical Modelling Lab Kamil Dedecius Kamil Dedecius (Gar.)	KZ	5	3C	L	V
BI-HAS	Human Aspects in Cryptography and Security Ivana Trummová Ivana Trummová (Gar.)	Z,ZK	5	2P+1C	Z	V
NI-MPL	Managerial Psychology Jan Fiala Jan Fiala (Gar.)	ZK	2	2P	Z,L	V
NI-MSI	Mathematical Structures in Computer Science Jan Starý	Z,ZK	4	2P+1C	L	V
BI-MPP.21	Methods of interfacing peripheral devices Miroslav Skrbek Miroslav Skrbek (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-MIT	Mikrotik technologies Jan Fesl Jan Fesl (Gar.)	KZ	3	1P+2C	Z	V
NI-MOP	Modern Object-Oriented Programming in Pharo Jan Blizni enko Robert Pergl Robert Pergl (Gar.)	KZ	4	3C	Z	V
BI-MVT.21	Modern Visualisation Technologies Ji í Chludil, Petr Pauš Petr Pauš (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-MMP	Multimedia team project Zde ka echová Zde ka echová Zde ka echová (Gar.)	KZ	4	3C	Z,L	V
BI-ORL	Operations Research and Linear Programming Dušan Knop Dušan Knop Dušan Knop (Gar.)	KZ	5	1P+2C	L	V
NI-OLI	Linux Drivers Miroslav Skrbek, Jaroslav Borecký Jaroslav Borecký Miroslav Skrbek (Gar.)	Z,ZK	4	2P+2C	L	V
BI-ACM	Programming Practices 1 Tomáš Valla Tomáš Valla (Gar.)	KZ	5	4C	L	V
FIT-ACM1	Programming Practices 1 Tomás Valla	KZ	5	4C	L	V
FIT-ACM2	Programming Practices 2 Ond ej Suchý	KZ	5	4C	Z	V
BI-ACM2	Programming Practices 2 Ond ej Suchý, Tomáš Valla Tomáš Valla (Gar.)	KZ	5	4C	Z	V
FIT-ACM3	Programming Practices 3 Ond ej Suchý	KZ	5	4C	L	V
BI-ACM3	Programming Practices 3 Ond ej Suchý, Tomáš Valla Tomáš Valla (Gar.)	KZ	5	4C	L	V

FIT-ACM4	Programming Practices 4 Ond ej Suchý	KZ	5	4C	Z	V
BI-ACM4	Programming Practices 4 Ond ej Suchý, Tomáš Valla Tomáš Valla Ond ej Suchý (Gar.)	KZ	5	4C	Z	V
FIT-ACM5	Programming Practices 5	KZ	5	4C	L	V
FIT-ACM6	Ond ej Suchý Programming Practices 6	KZ	5	4C	L	V
BI-AND.21	Ond ej Suchý Programming for the Android Operating System	KZ	4	3C	L	V
	Jan Mottl, Jan Vep ek, Marek Kodr, Petr Šíma Jan Mottl Marek Kodr (Gar.) Programming in C#		'		_	•
BI-CS1	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	V
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	Z,ZK	4	2P+1C	Z	V
BI-PMA	Ji í Dan ek Ji í Dan ek Ji í Dan ek (Gar.) 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	•		21 110		
BI-PKM	Tomáš Kalvoda Tomáš Kalvoda Tomáš Kalvoda (Gar.) Reverse Engineering	Z	4		Z	V
NI-REV	Josef Kokeš Josef Kokeš (Gar.)	Z,ZK	5	1P+2C	Z	V
BI-SCE1	Computer Engineering Seminar I Hana Kubátová 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 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	L	V
BI-SEP	Tomáš Evan World Economy and Business		4	2P+2C	L	V
_	Tomáš Evan Tomáš Evan Tomáš Evan (Gar.) Parsing and Compilers					
NI-SYP	Jan Janoušek 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	Z	0	7dní	L	V
TVKZV	Physical Education Course	Z	0	7dní	Z	V
BI-TS1	Theoretical Seminar I Dušan Knop, Ond ej Suchý, Tomáš Valla Tomáš Valla Tomáš Valla (Gar.)	Z	4	2C	Z	V
BI-TS2	Theoretical Seminar II Dušan Knop, Ond ej Suchý, Tomáš Valla Tomáš Valla Ond ej Suchý (Gar.)	Z	4	2C	L	V

BI-TS3	Theoretical Seminar III Ond ej Suchý, Tomáš Valla Tomáš Valla Tomáš Valla (Gar.)	Z	4	2C	Z	V
BI-TS4	Theoretical Seminar IV 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 (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 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

TV1	Physical Education	Z	0
TVV	Physical education	Z	0
TVK1	Physical Education	Z	1
TVV0	Physical education	Z	0
TV2	Physical Education	Z	0
TVKZV	Physical Education Course	Z	0
TVKLV	Physical Education Course	Z	0
BI-ADW.1	Windows Administration	Z,ZK	4
This course is present	ed 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 ar	nd 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 algorit		
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 Accounting	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 Accounting	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.		

NI-MOP	Modern Object-Oriented Programming in Pharo	KZ	4
1	nming is currently one of the most widespread paradigms of software creation, especially enterprise information systems, who modern applications. In this course, we build on the knowledge acquired in the course BI-OOP and aim to further deepen the s	=	
	dern pure object system Pharo (https://pharo.org). The course focuses on individual approach to students, their development	•	•
	bject programming skills, which are generally applicable in other OO languages, students will also gain the opportunity to wo		=
	semestral work with the possibility of cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma, postgraduate our direct involved the cooperation with practice and related bachelor, diploma and the cooperation with practice and related bachelor.		
BI-MVT.21	Modern Visualisation Technologies	Z,ZK	5
_	s to give an overview of modern visualization technologies and their principles, namely technologies related to virtual and au (e.g., SAGE and video mapping) and their applications in practice. Several lectures deal with the content creation for the ment		
	ation, scientific data visualization, and 3D model scanning.	.oou toooog.o	o, namely naeta.
BI-MMP	Multimedia team project	KZ	4
This course is presented			
BI-ORL	Operations Research and Linear Programming	KZ	5
	oduce students to the issues of operational research and primarily to the practical application of linear programming as a fun imarily focuses on the use of engineering methods (with a mathematical background) to solve practical problems (such as m		ation technique.
NI-OLI	Linux Drivers	Z,ZK	4
	tem is an important operating system for personal computer and also for embedded systems. Systems on chip and combining	· ' '	•
1	of peripheral subsystems requiring specific software drivers. This course is an advanced course in the Linux driver development		
course provides knowle	dge of Linux operating system architecture, principles of development of various types drivers, including practical experience		
BI-ACM	Programming Practices 1	KZ	5
	e for preparing talented student for representation in international programming contests.		
FIT-ACM1	Programming Practices 1	KZ	5
	e for preparing talented student for representation in international programming contests.	V7	F
FIT-ACM2 This is a selective cours	Programming Practices 2 se for preparing talented student for representation in international programming contests.	KZ	5
BI-ACM2	Programming Practices 2	KZ	5
	se for preparing talented student for representation in international programming contests.	132	J
FIT-ACM3	Programming Practices 3	KZ	5
	se for preparing talented student for representation in international programming contests.		
BI-ACM3	Programming Practices 3	KZ	5
This is a selective cours	e for preparing talented student for representation in international programming contests.		
FIT-ACM4	Programming Practices 4	KZ	5
	e for preparing talented student for representation in international programming contests.		
BI-ACM4	Programming Practices 4	KZ	5
FIT-ACM5	e for preparing talented student for representation in international programming contests.	KZ	5
	Programming Practices 5 se for preparing talented student for representation in international programming contests.	KZ	3
FIT-ACM6	Programming Practices 6	KZ	5
	se for preparing talented student for representation in international programming contests.	' '	J
BI-AND.21	Programming for the Android Operating System	KZ	4
This course is presented	· · · · · · · · · · · · · · · · · · ·	'	
BI-CS1	Programming in C#	KZ	4
"	s to introduce .NET Framework as a multi-language development platform. Then, programming language C#, its fundamenta		
1	, definitions and calls of functions will be discussed. Attention is focused on the object oriented programming in C# - class de properties, static members, Garbage Collector, inheritance and polymorphism, collections, delegates, and generics. Debuggi		-
well as work with files a	• • • • • • • • • • • • • • • • • • • •	ing and exception	processing, as
BI-PJV	Programming in Java	Z,ZK	4
	d in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).	_,	
BI-PJS.1	JavaScript Programming	KZ	4
	is an introduction to Javascript programming. Students will learn also best practices and will use tool that eases developmen		
	nts of BIE-WSI-WI.2015 branch of study and do not have required knowledge to register for BIE-TWA.1. They should register for	or this course in th	eir 4th semester
of study.	December in Westin	7 71/	4
BI-KOT	Programing in Kotlin cally-styled object-functional language that exploits the extensive Java language ecosystem while delivering a number of adv	Z,ZK	4
1	va compliant and allows for mixed projects that preserve existing parts written in Java, and continue with the development of		
, ,	olate code. Last but not least, Kotlin is suitable for designing of DSLs (Domain-Specific Languages).	,,,,,,	, , , , , , , , , , , , , , , , , , , ,
NI-PSL	Programming in Scala	Z,ZK	4
The course introduces t	he modern programming language Scala which exploits object-functional paradigm. Scala comprises advance language feat	ures - e.g.pattern	matching and
	y. 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. F	Play, Cassandra,
Scalaz, etc.		7.71	4
BI-PMA	Programming in Mathematica	Z,ZK	4
	g with modern technical and scientific software. Students will learn how to use different programming styles (functional progra amic interactive applications and visualisations, data processing and presentations.	amming, ruie-base	a programming,
BI-PHP.1	Programing in PHP	KZ	4
	Czech Main goal of the course is an introduction to PHP - language and technology. Students will learn also best practices		
I -	e course is recommended for students of BIE-WSI-WI.2015 branch of study and do not have required knowledge to register		
	n their 3rd semester of study.		
BI-PS2	Programming in shell 2	Z,ZK	4
1	l overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In ader particular scripting languages and will get practical experience with shell script programming.	dition, they gain a	aeeper insight
ן ייינט טויטו מווע טווופ טוווי	or paracolar company ranguages and will get practical experience with oneil offipt programming.		

NI-PDD	Data Preprocessing	Z,ZK	5
Students learn to prepa	e raw data for further processing and analysis. They learn what algorithms can be used to extract information from various da	ta sources, such a	as images, texts,
time series, etc., and le	arn the skills to apply these theoretical concepts to solve specific problems in individual projects - e.g., extraction of character	ristics from image	s or from web
pages.			
BI-PKM	Introduction to mathematics	Z	4
This course is presente	d in Czech.		
NI-REV	Reverse Engineering	Z,ZK	5
Students will get acqua	nted with the essentials of reverse engineering of computer software. They will learn how processes start and what happens	before and after th	ne main function
	inderstand how executable files are organized and how they interact with 3rd party libraries. Another part of the course is dec		
• •	++. Students will also understand principles of disassemblers and obfuscation techniques. A part of the course will also be d	-	, ,
	ng work and which methods can be used to detect it. One of the lectures will be dedicated to the latest trends on the comput	er malware scene	e. The focus of
	ninars, where students will solve practically oriented tasks from the real world.		
BI-SCE1	Computer Engineering Seminar I	Z	. 4
· · · · · · · · · · · · · · · · · · ·	er Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance.		
	ually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of t	=	
semester.	ssional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teach	chers. The topics a	are new ior each
BI-SCE2	Computer Engineering Cominer II	Z	4
	Computer Engineering Seminar II er Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance	_	- 1
•	ially within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of t		
	ssional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teach	=	
semester.	solution incidente and of work in the relationess. The capacity of the subject is infinited by the possibilities of the seminal teat	oners. The topics t	are new for each
BI-ST1	Network Technology 1	Z	3
_	to providing the students basic information and practical skills from the area of digital and IP networks. The subject is acredite	_	-
CCNA1 - R&S Intr		ed dilder the Cisc	o Netacau -
BI-ST2		Z	3
This course is presente	Network Technology 2		3
•		7	
BI-ST3	Network Technology 3	Z	3
	nance their knowledge acquired from previous BI-ST1 and BI-ST2 courses. Principles of routing and switching presented durir the course. Students will be able to start fine-tune protocols' settings to gain certain advantages like increased efficiency, pre-	-	
simple topology, securit		uictability, exterisi	on beyond a
BI-ST4		Z	3
	Network Technology 4 ance their knowledge already acquired from previous BI-ST1, BI-ST2, and BI-ST3 courses. Principles of routing and switchin	_	-
	her extended in BI-ST3. Students were able to start fine-tune protocols' settings to gain certain advantages like increased eff		- 1
-	gy, security, etc. This module teaches students to configure and fine-tune Wide Area Networks and to experience a completel		· .
	ess) which radically differs from well-known Ethernet (broadcast) type of networks. Students will also manage router and swit		
•	ncy procedures. Also the security aspect is treated; students will learn possible intra- and inter-network attacks and the mitigi		
network running.		anon najo mino i	
BLSK I 21	Scrinting Languages	7 7K	Δ
BI-SKJ.21 Students gain a genera	Scripting Languages overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In add	Z,ZK	4 deeper insight
Students gain a genera	overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In add	· ' I	- 1
Students gain a genera into shell and some oth	overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In adder particular scripting languages and will get practical experience with shell script programming.	dition, they gain a	deeper insight
Students gain a genera into shell and some oth BI-SOJ	overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In adder particular scripting languages and will get practical experience with shell script programming. Machine Oriented Languages	dition, they gain a	deeper insight
Students gain a genera into shell and some oth BI-SOJ Students of the course of	overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In adder particular scripting languages and will get practical experience with shell script programming. Machine Oriented Languages will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optima	dition, they gain a	deeper insight 4 cessor's features
Students gain a general into shell and some oth BI-SOJ Students of the course and efficient cooperation.	overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In adder particular scripting languages and will get practical experience with shell script programming. Machine Oriented Languages will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optimal of software with hardware. Next, there will be discussed x86 specifics of the majority of OSes from the application point of view	dition, they gain a	deeper insight 4 cessor's features
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Students gain a general into shell and some oth BI-SOJ Students of the course vand efficient cooperation. This knowledge will be FIT-SEP	overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In adder particular scripting languages and will get practical experience with shell script programming. Machine Oriented Languages will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optima of software with hardware. Next, there will be discussed x86 specifics of the majority of OSes from the application point of view used during reverse engineering, optimization, and evaluation of code security. World Economy and Business	Z,ZK Il use of microprocy w linked to higher Z,ZK	4 cessor's features level languages.
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BI-TS2	Theoretical Seminar II	Z	4
	tended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a class		•
·	ind concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is . The capacity is limited by the the potentials of the teachers of the seminar.	s a work with scie	ntific papers and
	Theoretical Seminar III	Z	4
	tended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a class		· ·
	nd 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.		
	Theoretical Seminar IV	Z	4
	tended for students which want to come in deeper contact with contemporary theoretical computer science. It is mostly a class		•
·	ind concern themselves with interesting topics from the latest research in the area. Therefore, an integral part of the course is . The capacity is limited by the the potentials of the teachers of the seminar.	3 a work with sciel	nunc papers and
	Test driven architecture	KZ	4
I .	n practical examples of how to develop, test, and deploy software with tools like GitLab, Docker, Kubernetes, and more that a	1	•
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	n the semester pr	oject.
	Testing and Reliability	Z,ZK	5
	edge about circuit testing and about methods for increasing reliability and security. They will get practical skills to be able to p		
	cation and to use an ATPG for automatic test generation. They will be able to design easily testable circuits and systems with analyze, and control the reliability and availability of the designed circuits.	built-in-self-test e	equipment. They
	Quality Assurance	KZ	4
	tudents to the fundamentals of testing and quality management. Students will learn what the role of a tester is in the context	1	· ·
	perience hands-on application testing using both manual and automated testing. At the end of the semester, the student sho		
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	I in the product un	ider test.
	Academic writing	Z	2
	nt and required part of research activity. It is not only about obtaining research results but also about applying them in the for	· ·	_
1.5	ul for students not only in their own publishing activities but also in the preparation of a bachelor's or master's thesis. In the c		
	what parts such an article should have, and how the peer review process works. Students will also try their hand at presenting a will be taught in blocks, with one lecture at the beginning of the semester and one practicum in the middle of the semester.		=
on the availability of enro		Dates will be dete	Jillinea basea
	Compiler Construction	Z,ZK	5
	lass on compiler construction for bachelor students in computer science. The goal of the class is to introduce basic principles		
understand the design a	nd implementation of programming languages. Seeing and actually understanding self-compilation is the overarching theme	of the class.	
BI-TEX	TeX and Typography	Z,ZK	4
	I in Czech. This course gives basics of programming in TeX (plain TeX, ConTeXt, LaTeX, OpTeX, LuaTeX). Te second part of the context of the course gives basics of programming in TeX (plain TeX, ConTeXt, LaTeX, OpTeX, LuaTeX).	he course focuses	s on typographic
rules.		7.71	
	Introduction to European Economic History I in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).	Z,ZK	3
	Cultural and Social Anthropology	ZK	2
	e aims to acquaint students with the basics of social and cultural anthropology as a scientific discipline dealing with the dive		_
	n from our "exotic" cultures (topics: kinship, religion, social exclusion, migration, globalization, , material culture, language, he	•	•
shown. The course is pre			
BI-ULI	Introduction to Linux	Z	2
	ar with the basics of the Linux operating system using e-learning form. They learn to work with the command line and become	e familiar with bas	sic commands
·	c-like system. Topics can be studied first theoretically and then practically verified in a virtual machine (terminal).	· ·	
	Introduction to Optical Networks	Z,ZK	4
_	riew of optical networking technology with the emphasis on practical utilization in Internet and in network infrastructures, on prology and on their solutions. The course will include the history of optical communications, an overview of passive componer	•	
	s, and others), and an overview of active components (optical switches and amplifiers, high-speed coherent transmission sys		•
	cs presented at premium research conferences, such as ECOC or OFC. Attention will also be paid to new applications, such		
ultrastable frequency trai	nsfer, or sensor networks. The labs will focus on real work with optical components and on measurement of their parameters	s. Students will so	lve real tasks
from practice.			
	Virtualization and Cloud Computing	Z,ZK	5
ı	edge of architectures of large computer systems that are used in data centers and computer infrastructure of companies and	•	
	ation principles, tools and technologies that serve to facilitate and automate configuration, testing and monitoring, and to effi		-
	s of modern computer systems. Theoretically and practically, they will get acquainted with containerization as the most effect I computer systems and with specific technologies of cloud systems. Finally, they will learn the principles and gain practical skil		=
<u>-</u>	Continuous integration and development).	no in the doc of the	deminegration
	Virtual game worlds	ZK	4
	its to create a complex virtual world. The course is a continuation of basic graphical courses (MGA, PGR, BLE,). This current s		je is furthermore
complemented by the the	eory of game design, principles of writing dialogues and characters in order to create a functional and complex virtual world.	. The course can h	oe followed by
the course MI-PVR with	the task of converting scenes and their dynamics into a fully virtual environment suitable for VR devices.		
1	Virtual reality I	KZ	4
	eality (VR), virtual reality operating system and virtual reality creation. Another objective is to meet the rules and requirements		
	he ways of teaching using virtual reality technologies and interactive activities in educational virtual 3D worlds. It improves co	omputational think	ang, empathy
and shared social activiti		KZ	3
	Virtual reality II se Virtual Reality I. The new course focuses on collaborative telepresence, spatial computing and social life of avatars. The o		_
	d gamification in various social metaverse and desktop engines.	.,	- F-P-PCONOTIO

BI-VAK.21 Selected Applications of Combinatorics	Z	3
The course aims to introduce students in an accessible form to various branches of theoretical computer science and combinatorics. In cont	rast to the basic courses, \	we approach the
ssue from applications to theory. Together, we will first refresh the basic knowledge needed to design and analyze algorithms and introduce	some basic data structure	es. Furthermore,
with the active participation of students, we will focus on solving popular and easily formulated problems from various areas of (not only the	oretical) informatics. Areas	from which we
will select problems to be solved will include, for example, graph theory, combinatorial and algorithmic game theory, approximation algorithn	ns, 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-VMM Selected Mathematical Methods	Z,ZK	4
The lecture begins with an introduction to the analysis of complex functions of a complex variable. Next, we present the Lebesgue integral. I	Ne then address Fourier se	eries and their
properties. Further, we introduce and study the properties of the Discrete Fourier Transform (DFT) and its fast implementation (FFT). We discrete		n. We examine
the linear programming problem in more detail and its solution using the Simplex algorithm. Each topic is demonstrated with interesting examples are considered as a solution of the simplex algorithm.	mples.	
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 university or other foreign scientific	c 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 th	e professional content and	l 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 internship is 30 credits. This amount can b	e divided 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 university or other foreign scientific	c 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 th	e professional content and	l 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 internship is 30 credits. This amount can be	e divided into two subjects	if the internship
exceeds the academic year's dead-line.		
BI-ZS30 Bachelor internship abroad for 30 credits	Z	30
Each student can once within his / her bachelor's study programme have a foreign internship at a foreign university or other foreign scientific	c 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 th	e professional content and	l 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 internship is 30 credits. This amount can b	e divided into two subjects	if the internship
exceeds the academic 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 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 read	ding, application
interfaces, robot navigation and development tools. In labs, students program a set of basic task by using the robot simulator and real hardw	vare to get practical experi-	ence with these
technologies.		
BI-ZPI Process engineering	KZ	4
Students will learn fundamentals of process engineering in this subject. Students will get necessary foundations for understanding formal pr	inciples of process modell	ing 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 mode	elling of business processe	es using modern
CASE tools. The role of process engineering for information systems development is discussed as well as its importance in the overall conte	ext of information and busing	ness strategy of
an enterprise.		
BI-ZNF PHP Framework Nette - basics	KZ	3
Students will gain the basics of PHP framework Nette. They will learn how to practically work with MVP architecture and various libraries of the	nis Czech popular framewo	ork. The resulting
knowledge should serve for the efficient creation of a web backend in PHP language.	• •	ū
BI-IOS Fundamentals of iOS Application Development for iPhone and iPad	KZ	4
This course is presented in Czech.	.=	•
BI-ZWU Introduction to Web and User Interfaces	Z,ZK	4
DI-ZWO Introduction to web and Ose Interfaces	۷,۷۱۸	-

Code of the group: BI-WI-VO.21

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

ΚZ

Requirement credits in the group:

Requirement courses in the group:

3D Printing

Credits in the group: 0

This course is presented in Czech.

BI-3DT.1

Note on the group:

note on the group	ρ.					
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-ADU.21	Unix Administration Zden k Muziká , Petr Zemánek, Miroslav Prágl Zden k Muziká Zden k Muziká (Gar.)	Z,ZK	5	2P+2C	L	٧
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 Josef Kokeš (Gar.)	Z,ZK	5	2P+2C	L	V
BI-EPP.21	Economic Business Processes David Buchtela David Buchtela Tomáš Evan (Gar.)	Z,ZK	5	2P+2C	L,Z	V
BI-EHA.21	Ethical Hacking Ji í Dostál, Martin Kolárik, Andrej Šimko Ji í Dostál Ji í Dostál (Gar.)	Z,ZK	5	2P+2C	L	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 Tísková Lenka Kosková Tísková (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-JPO.21	Computer Units Pavel Kubalík Pavel Kubalík (Gar.)	Z,ZK	5	2P+2C	Z	٧
BI-KOM.21	Conceptual Modelling Robert Pergl, Marek B Iohoubek Robert Pergl Robert Pergl (Gar.)	Z,ZK	5	2P+2C	Z	V
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	V
BI-LOG.21	Mathematical Logic Kate ina Trlifajová Kate ina Trlifajová (Gar.)	Z,ZK	5	2P+2C	Z	٧
BI-MPP.21	Methods of interfacing peripheral devices Miroslav Skrbek Miroslav Skrbek (Gar.)	Z,ZK	5	2P+2C	Z	V
FIT-ITI	Modern IT infrastructure Ivan Šime ek	Z,ZK	5	2P+1C	Z,L	V
BI-MVT.21	Modern Visualisation Technologies Ji í Chludil, Petr Pauš Petr Pauš (Gar.)	Z,ZK	5	2P+2C	Z	V
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	V
BI-OOP.21	Object-Oriented Programming Filip K ikava, Petr Mái, Filip iha Filip K ikava Filip K ikava (Gar.)	Z,ZK	5	2P+2C	Z	V
BI-PGR.21	Computer graphics programming Petr Felkel, Jaroslav Sloup Jaroslav Sloup Petr Felkel (Gar.)	Z,ZK	5	2P+2C	L	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-PGA.21	Programming of Graphic Applications Ji i Chludil, Radek Richtr Radek Richtr (Gar.)	Z,ZK	5	2P+2C	Z	V
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	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 Fesl Jan Fesl (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	KZ	5	2C	Z	V
BI-SPS.21	Ji í Mlejnek (Gar.) 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 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 lohoubek, 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 Stanislav Kuznetsov	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-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-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-WI-VO.21 Name=Elective vocational Courses for a Bachelor Specialization BI-WI.21, version 2021

BI-PYT.21 Python Programming ΚZ 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.

Methods of interfacing peripheral devices 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.

Modern Visualisation Technologies BI-MVT.21

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-ADU.21 Unix Administration

BI-MPP.21

Z.ZK

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.

Algorithms and Graphs 2

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 delives 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

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

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 svstems.

BI-BEK.21 Secure Code Z,ZK

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-EPP.21 **Economic Business Processes** Z,ZK

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-EHA.21	Ethical Hacking	Z,ZK	5
-	s to introduce students to the field of penetration testing and ethical hacking. The course deals with cybersecurity threats, vu		
	networks, web applications, wireless networks, operating systems, and others like the Internet of Things or cloud. The focus id the following process of penetration test documentation.	is on hands-on ex	kperience with
	Financial Business Intelligence	Z,ZK	5
	to acquaint students primarily with financial accounting as a tool for recording business operations and documents for business		
	comparison with other companies and management decision process at the tactical and strategic level. The second view is r	-	-
•	nt and prediction of business development. Management accounting allows monitoring of the financial status and performance bles a multidimensional view of business data, enables to control effectively factors affecting the return on invested capital a		
• • • • • • • • • • • • • • • • • • • •	o future business decisions. The principles of management accounting, described in this course, are the basis of Business II		
•	cision support systems, and other knowledge-oriented systems.		
	Hardware Security	Z,ZK	5
	ardware resources used to ensure security of computer systems including embedded ones. Students become familiar with the op-		,, , ,
=	es of modern processors, and storage media protection through encryption.They will gain knowledge about vulnerabilities of HW vith hardware during manufacture. Students will have an overview of contact and contactless smart card technology including		-
	ration (biometrics). Students will understand methods of efficient implementations of ciphers.	3 - 1	
BI-IOT.21	Internet of Things	Z,ZK	5
	an overview of technologies and development tools used in the field of the Internet of Things (IoT). Lectures are devoted to an o		
	technologies designed primarily for this area, and appropriate programming methods. They include an overview of IoT architer labs, students will gain practical experience with developing simple IoT systems using common development environmer		
software - Arduino, Rasp		no (naranaro 7 m	,,
BI-JPO.21	Computer Units	Z,ZK	5
·	asic knowledge of digital computer units acquired in the obligatory course of the program (BIE-SAP), get acquainted in deta		
	r units and processors and their interactions with the environment, including accelerating arithmetic-logic units and using app panization of main memory and other internal memories (addressable, LIFO, FIFO and CAM) will be discussed in detail, inclu		
	id serial data transmissions. They will also get acquainted with the methodology of controller design, with the principles of co	•	
•	architecture of the bus system. The problems will be practically evaluated in the labs and with the help of the educational micro		
	ware design kits (FPGA).		
	Conceptual Modelling	Z,ZK	5
	n developing abstract thinking and precise formulation skills using conceptual models. Students learn skills of discerning key orrect relations in complex systems of social reality, mostly enterprises and institutions. Students learn basics of ontological s		
	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 DEN		BPMN notation
	se is designed with the respect to continuation in software implementations. Recommended optional follow-up course: BI-ZPI		
	Linear Algebra 2 m 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 p	Z,ZK	5 í obecné form
· ·	ojmem skalární sou in a lineární zobrazení, což nám dovolí ukázat souvislost s lineární algebrou, geometrií a po íta ovou g		
	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.
	ce lineární algebry v r zných oborech.	7.71	
	Mathematical Logic the basics of propositional and predicate logic. It starts from the semantic point of view. Based on the notion of truth, satisfial	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	,, ,	· · · · · · · · · · · · · · · · · · ·
vs. NP problem and Boo	olean functions in propositional logic. In predicate logic, the course further deals with formal theories, such as arithmetics, an	d their models. Th	e syntactic
<u> </u>	cal logic is demonstrated on the axiomatic system of propositional logic and its properties. Gödel's incompleteness theorems	· · · · · · · · · · · · · · · · · · ·	_
FIT-ITI	Modern IT infrastructure me-invariable range of software or hardware, this subject tries to explain the issue as a whole and in the context of the time. A	Z,ZK	5
	complex whole, the individual parts of which must be reconciled from different aspects of the view using current technologie		
	nuous and economically optimal operation.		
	Multimedia and Graphics Applications	Z,ZK	5
• .	d with multimedia technologies and applications for 2D/3D bitmap and vector graphics. During the course, current tools for we		
• •	will be introduced. Students learn several basic techniques of creation and editing content in computer graphics, introduction to n to use multimedia transmission and representation systems, including real-time multimedia processing. They understand th	•	•
• •	cards. They gain a number of practical skills, such as vectorizing raster images, retouching photos, or creating 3D models.	., ., ., .,	
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 togeth		- 1
	uainted with the main principles of object-oriented programming and design, used in modern programming languages. The el which includes testing, error handing, refactoring, and application of design pattern.	mpnasis is on prac	tical techniques
	Computer graphics programming	Z,ZK	5
After attending this curse	e, students can program a simple interactive 3D graphical application like a computer game or scientific visualization, design	the scene, add te	
	aterials (like wall surface, wood, sky), and set up the lighting. At the same time, they understand the fundamental principles and		
•	ne, geometric transformations, or lighting model. They gain knowledge allowing orientation in computer graphics and represent, e.g., GPU programming and animations. They get used to techniques utilized in geometric modeling, modeling curves and su	•	,
	Practical Statistics	KZ	5
	oduced to methods of applied statistics. They will learn how to work with various types of data, perform analyses, and choose	1 1	_
	on and correlation analysis, analysis of variance and non-parametric methods. Students will learn to use the statistical softw	are R and will app	ly the studied
methods on data from re	•	1/7	
	Practical Digital Design wof the contemporary digital design flow and learn practical skills to use synchronous design techniques. They understand to	KZ the basics of the V	5 HDL language
•	nnologies FPGA and ASIC. Students demonstrate practical use of the design techniques in the course project using modern		
tools.			

BI-PAI.21	Law and Informatics to introduce students into the basic legal instruments that they will encounter in their practice. Students will gain knowledge	ZK	5
	rted to the pitfalls that await them in business from the point of view of law. They will understand the process of concluding c	•	
	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 protection of the heaviour in the field of IT that can be classified as criminal under the Czech law. The course will also include analyses of	-	
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 a translation of a text that conforms a given syntax, to a target code and also to create a compiler based on the specification		
· · · · · · · · · · · · · · · · · · ·	guage but any text that comorns a given syntax, to a target code and also to create a compiler based on the specification	n. The compiler ca	in translate not
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 Lisp (Racket) and Prolog programming languages. Moreover, usage of these principles is demonstrated on modern mair		
such as C++ and Java.			
BI-PGA.21	Programming of Graphic Applications the possibilities of current professional open-source tools for image editing, video editing, 3D animation (GIMP, Blender) and th	Z,ZK	5
· · · · · · · · · · · · · · · · · · ·	ematical data). Emphasis will be placed on the possibilities of further enhancement of the presented software tools, both usin		
by implementation of plu			
BI-PRR.21	Project management s to introduce students into the basic concepts and principles of project management, i.e. methods of planning, teamwork, ar	Z,ZK	5
	argumentation and meeting management. Students will practice project management techniques (e.g. SWOT analysis, risk	•	•
	schedule, resource balancing, network graphs) and creation of project documentation. The course is designed especially for		
· -	dge outside IT, consider starting their own company, or have ambitions to work in middle or senior management positions in e who will develop software or hardware in the form of team projects.	large companies.	The course is
BI-SIP.21	Network Programming	Z	5
The course covers fund	amental topics of programming network applications. It consists of 4 parts. The introductory part is focused on low-level prog		
•	to designing communication protocols and their verification. The third part introduces the principles and applications of middless are distributed computing. P2P and blockshain. All topics will be first explained theoretically and then practices in communications.	•	
programming language	n models of distributed computing - P2P and blockchain. All topics will be first explained theoretically and then practices in content environment.	omputer labs using	y a chosen
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 te 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-SP2.21	Team Software Project 2	KZ	5
ū	experience with the iterative development process while working on a large-scale software project. The first iteration is the re-		
teacher, in the role of the	e team and project leader, regularly consults with the team (at the seminars) the formal as well as material aspects of their s	solution.	
BI-SPS.21	Administration of Computer Networks and Services	Z,ZK	5
	s to deepen the theoretical knowledge of network technologies and protocols in the environment of network servers administ s course syllabus requires the knowledge at the level of courses BIE-PSI, BIE-VPS, and BIE-OSY. Practical skills will be gained	-	
with real network infrast		, μ	γ
BI-ML1.21	Machine Learning 1	Z,ZK	5
•	is to introduce students to the basic methods of machine learning. They get theoretical understanding and practical working the supervised learning scenario and clustering models in the unsupervised scenario. Students will be aware of the relations		
	fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimension	•	
* 1	s and scikit libraries in Python will be used.		
BI-ML2.21	Machine Learning 2 is to introduce students to the selected advanced methods of machine learning. In the supervised learning scenario, they, in	Z,ZK	5 ornal mathada
-	the unsupervised learning scenario students learn the principal component analysis and other dimensionality reduction met	•	
	orcement learning and natural language processing.		
BI-SVZ.21	Machine vision and image processing	Z,ZK	5
	ecoming a common part of life by being universally available. Related to this phenomenon is the need to process and evaluat ifferent types of camera systems and a variety of methods for image and video processing. The course is focused on practical	_	
	at the graduates may encounter.		Ŭ
BI-SRC.21	Real-time systems	Z,ZK	5
	ic knowledge in the real-time (RT) system theory and in the design methods for RT systems including the dependability issu entally verified in computer labs. The course is mainly focused on embedded RT systems, therefore the design kits in the lab		- 1
course.			
BI-TAB.21	Applications of Security in Technology	Z,ZK	5
-	s to introduce students to selected topics from cybersecurity technical applications that are utilized in different industries. Stuns and extend their knowledge from the cryptology, the secure code, and system, network, and hardware security.	udents get a broad	ler overview of
BI-TJV.21	Java Technology	Z,ZK	5
	nowledge and skills for developing information systems and applications through concepts used in software development and	1	oraries and tools
from Java language eco BI-TPS.21	system. At the course end, the students are able to develop software systems in Java platform. Computer Networks Technologies	Z,ZK	5
	Computer Networks Technologies students with basic and advanced technologies, components, and interfaces of contemporary computer networks at the phys		-
link layer. The lectures p	provide theoretical foundations of these technologies and explain relevant physical principles. In the labs, the respective technologies	nologies will be de	emonstrated and
with the most important always with focus on hig	ones students will get hands-on experience. Thematically, the course covers both local and long-range optical networks, Eth	nernet, modern wir	reless networks,
amayo with locus on Hig	gri apposa memorina.		

BI-TIS.21 Information Systems 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-UKB.21 Introduction to Cybersecurity Z,ZK 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. **Embedded Systems** Z,ZK 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. BI-VDC.21 Virtualization and Data Centers Z.ZK 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 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 Selected Topics in Computer Networking Z,ZK 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-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. It contains a general overview of fundamental microeconomic and macroeconomic topics. **Basics of System Control** 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-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

Basic course on introduction to artificial intelligence with emphasis on symbolic techniques. The design of an intelligent agent and the techniques needed to create it will be discussed, especially at the decision-making level. The intelligent agent in the context of the course can be represented for example by a physical robot, but also by a non-physical entity, such 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-art during the course.

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
The content of the cours	se corresponds to the preparation for the English exam at the B2 level. Requirements for course credit. Academic Achievement	students are due	to: -Take an
active part in the langu	age instructionMeet the requirements for writing assignments - Summary, Abstract, Argumentation PaperSucceed in both th	ne midterm and the	final term
tests with the success ra	ate set at 70%80% and over in BOTH tests means ORAL EXAM ONLY (no written part). Requirements will be specified by indi	ividual teachers du	ring the firs
	class of the term.		
BI-AAG.21	Automata and Grammars	Z,ZK	5
Students are introduced	to basic theoretical and implementation principles of the following topics: construction, use and mutual transformations of finite	automata, regular e	expressions
and regular grammars, o	context-free grammars, construction and use of pushdown automata, and translation grammars and transducers. They know the	hierarchy of forma	l languages
and they und	derstand the relationships between formal languages and automata. They are introduced to the Turing machine and complexity	classes P and NP.	
BI-ACM	Programming Practices 1	KZ	5
·	This is a selective course for preparing talented student for representation in international programming contests.		
BI-ACM2	Programming Practices 2	KZ	5
'	This is a selective course for preparing talented student for representation in international programming contests.		
BI-ACM3	Programming Practices 3	KZ	5
'	This is a selective course for preparing talented student for representation in international programming contests.	1	
BI-ACM4	Programming Practices 4	KZ	5
'	This is a selective course for preparing talented student for representation in international programming contests.	•	

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. They		
	administrator roles. They will get theoretical and practical knowledge of user management and administration, of users access rights,	-	-
processes, memo	ory, network services and remote access, and in the areas of system deployment and virtualization. In the labs, they will verify the kno specific examples from practice.	owleage from the le	ectures on
BI-ADW.1	Windows Administration	Z,ZK	4
DI-ADVV. I	This course is presented in Czech. However, there is an English variant in the program Informatics (B1801 / 4753).	Z,Zr\	4
BI-AG1.21	Algorithms and Graphs 1	Z,ZK	5
	rs the basics of efficient algorithm design, data structures, and graph theory, belonging to the core knowledge of every computing cur		-
	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 asymptotic mathematics in particular mathematics in the particular mathematics mathematics in the particular mathematics in the particular math	nptotic 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 compulsory		
delves into advan	ces data structures and amortized complexity analysis. It also includes a very light introduction to approximation algorithms. For Engl	ish version of the c	ourse see
DI ALO	BIE-AG2.21.	7.71/	4
BI-ALO	Algebra and Logic The course extends and deepens the study of topics touched upon in the basic course in logic.	Z,ZK	4
BI-AND.21	Programming for the Android Operating System	KZ	4
DI-AND.ZI	This course is presented in Czech.	KZ	4
BI-ANG	English Language, Internal Certificate	ZK	2
DITTIO	Course information and teaching materials can be found at https://moodle-vyuka.cvut.cz/course/search.php?search=BI-AN		_
BI-ANG1	English Language Examination without Preparatory Courses	Z,ZK	2
BI-ANGK	English language, contact preparation for the B2 level exam	7	2
_	course corresponds to the preparation for the English exam at the B2 level. Requirements for course credit. Academic Achievement -	students are due t	
	language instructionMeet the requirements for writing assignments - Summary, Abstract, Argumentation PaperSucceed in both th		
tests with the succe	ess rate set at 70%80% and over in BOTH tests means ORAL EXAM ONLY (no written part). Requirements will be specified by indi	vidual teachers du	ring the first
	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	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 n processing and on the memory hierarchy. Students will understand the basic concepts of RISC and CISC architectures and the princ		
	r processing and on the memory ineracing, students will understand the basic concepts of NGC and GIGC architectures and the printer r processors, but also in superscalar processors that can execute multiple instructions in one cycle, while ensuring the correctness of	-	1
	se further elaborates the principles and architectures of shared memory multiprocessor and multicore systems and the memory cohe	-	
	systems.		
BI-ARD	Interactive applications on Arduino	KZ	4
-	ned for students of first grade of bachelor study as introduction to embedded systems. Students will learn how to design simple applicat	· · · · · · · · · · · · · · · · · · ·	-
	arried peripherals with help of available libraries. The goal of the subject is to show varied software approaches to control embedded s		
not only on displa	ay of a PC. Thanks to possible control on higher (objective) layer, this platform is frequently used for artist performance and therefore Software Engineering students.	is suitable even for	vveb and
BI-ASB.21	Applied Network Security	Z,ZK	5
	rise is to introduce selected topics from computer networks in terms of cybersecurity. These topics extend the basic knowledge gaine	· ' '	-
	ions like the public key infrastructure, encrypted network protocols, link and network layer security or wireless networks. After finishing		
	knowledge of security applications in computer networks.	-	
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		- 1
knowledge presente	ed 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	t;http://www.algovis	ion.org>)
DI MMD 04	that make understanding the principles of algorithms easy.	7.71	
BI-AWD.21	Web and Database Server Administration equainted with the administration of database and web servers and services. They will be able to install, configure, operate, test, and because of the configure of the configuration of the configurati	Z,ZK	5
•	ice 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		٠ .
administrator priv	ileges. Dangers inherent in buffer overflows will be practically demonstrated. Students will be introduced to the principles of securing	data and the relation	onships of
<u>-</u>	database systems, web, remote procedure calls, and sockets in general. The module concludes with Denial of Service attacks and th		them.
BI-BIG.21	DB Technologies for Big Data	KZ	5
	roduced into the field of Big Data processing where nonrelational (NoSQL) database engines are typically used today. The course is for	-	
=	e students were able to choose suitable tools (mostly open source) and techniques,design and implement a simplest reproducible me mation/aggregation, presentation). Students get acquainted with various architectures for processing and storing big data. A theoretic	· ·	
	of individual technologies will be supplemented with specific examples from practice.		. 500111011011
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 in	, ,	
	offers a complete and practically oriented introduction to Blender environment. Students may continue to BI-PGA (Programming graph	-	
BI-BPR.21	Bachelor project	Z	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		
	semester to process the assignment. If he completes these tasks, the supervisor will award him a credit from the subject BI-BPR at the state of the first the state of the state of the first the state of t		
=	enters the information on granting the credit using the form "Granting credit from the external supervisor of the final thesis" (http://fit.cvul		
me completed and	I 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	no or the work that	ine 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 assignance can be supplemented and approved at the end of the semester.	nment so that the a	ssignment
BI-CCN Compiler Construction	Z,ZK	5
This is an introductory class on compiler construction for bachelor students in computer science. The goal of the class is to introduce basic principles		dents to
understand the design and implementation of programming languages. Seeing and actually understanding self-compilation is the overarching	theme of the class.	
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 fundamental co		
operators, arrays, loops, definitions and calls of functions will be discussed. Attention is focused on the object oriented programming in C# - class defi		
constructors, methods, properties, static members, Garbage Collector, inheritance and polymorphism, collections, delegates, and generics. Debugging well as work with files are emphasized.	and exception proc	essing, as
	KZ	4
BI-CS2 C# language and data access The C# language and data access course objective is to introduce students several data access technologies - database, XML, NoSQL - on the Micros		-
get to know objects used to retrieve data - Connection, Command, Data Reader and DataAdapter v ADO.NET. Next, they will learn to use current technologies.	-	
of features for querying and updating data, integrated directly with the .NET platform languages, which enable LINQ use with Objects, XML and SQL (L	_	
and LINQ to SQL). Another objective is the Entity Framework - an object-relational mapper that enables .NET developers to work with relational data u	•	
(ORM). This part of the course introduces Code First, Database First, Model First approaches. The students will also get to know the Conceptual Model	Storage Model and	d Mapping
(XML description).		
BI-CS3 Language C# - design of web applications	KZ	4
The students will be introduced to current technologies in web application development on the .NET platform. They will acquire a comprehensive overview of	f the development p	ossibilities
on thisplatform. They will learn to create WebAPI and to use it by client programs.		
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	-	
(including integrity constraints) using a conceptual model and implement them in a relational database engine. They get a hands-on experience with the		
its theoretical foundation - the relational database model. They learn the principles of normalizing a relational database schema. They understand the fundar		
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		_
in relational databases with respect to speed of access to large quantities of data. This introductory-level course does not cover: Administration of datab optimizing database applications, distributed database systems, data stores.	ase systems, debu	ggirig ariu
BI-DML.21 Discrete Mathematics and Logic	Z,ZK	5
Students will get acquainted with the basic concepts of propositional logic and predicate logic and learn to work with their laws. Necessary concepts from		_
Special attention is paid to relations, their general properties, and their types, especially functional relations, equivalences, and partial orders. The course		-
combinatorics and number theory, with emphasis on modular arithmetics.	,	
BI-EHA.21 Ethical Hacking	Z,ZK	5
The goal of the course is to introduce students to the field of penetration testing and ethical hacking. The course deals with cybersecurity threats, vulne	erabilities, and their	possible
exploitation in computer networks, web applications, wireless networks, operating systems, and others like the Internet of Things or cloud. The focus is	on hands-on experi	ence with
vulnerabilities testing and the following process of penetration test documentation.		
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 (B1801 / 4753).		
BI-EJA Enterprise Java	Z,ZK	4
The course is on advanced technologies in the Java programming language. The focus is on technologies for development of enterprise information sys	tems which are cor	nnected to
a database and are accessed through the web interface.	7.71	
BI-EJK Enterprise Java and Kotlin The course is on advanced technologies in the Java and Kotlin programming languages. The focus is on technologies for developing enterprise informati	Z,ZK	4
architecture, that can be deployed to the cloud.	on systems with mi	croservice
BI-EP1.24 Effective programming 1	KZ	4
The course is taught in Czech.	INZ.	7
BI-EP2 Efficient Programming 2	KZ	4
Continuation of Efficient Programming 1. Students will practice implementation of algorithms by solving typical problems. Various ways of solving individuals		iscussed,
with the aim to choose the best one and avoid implementation errors.		
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	f 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 labo	or costs, to
evaluating the financial health of the company and its eventual rehabilitation or termination.		
		5
BI-FBI.21 Financial Business Intelligence	Z,ZK	
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, determinir	ng its value
The aim of the course is to acquaint students primarily with financial accounting as a tool for recording business operations and documents for business and other indicators for comparison with other companies and management decision process at the tactical and strategic level. The second view is man	analysis, determinir	ng its value g as a tool
The aim of the course is to acquaint students primarily with financial accounting as a tool for recording business operations and documents for business and other indicators for comparison with other companies and management decision process at the tactical and strategic level. The second view is man for financial management and prediction of business development. Management accounting allows monitoring of the financial status and performance of business development.	analysis, determinir agement accountin business activities o	ng its value g as a tool ver several
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BI-GIT.21	SW Development Technologies	Z	3
This course is aime	ed 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 so goals of the course are to acquaint students with the modern trends and cornerstone principles in the area of monitoring network traffic level and to develop their practical abilities in this field.		
BI-HAS	Human Aspects in Cryptography and Security	Z,ZK	5
This course is for	students interested not only in technical scope of computer science, but also in making products usable - for users and for developers use their gained knowledge to design, plan and analyse their own projects in the context of human-centered security.	. Students of this	course can
BI-HMI	History of Mathematics and Informatics This course is presented in Czech.	Z,ZK	3
BI-HWB.21	Hardware Security	Z,ZK	5
	ith hardware resources used to ensure security of computer systems including embedded ones. Students become familiar with the operation		
-	eatures of modern processors, and storage media protection through encryption. They will gain knowledge about vulnerabilities of HW resering with hardware during manufacture. Students will have an overview of contact and contactless smart card technology including ap	_	
DI 100 04	for multi-factor authentication (biometrics). Students will understand methods of efficient implementations of ciphers.	7 714	
BI-IDO.21	Introduction to DevOps	Z,ZK	5
	with the topic of DevOps and prepares future developers and administrators for a modern culture of development and operation of syston Is support software development, testing and compilation. It also focuses on tools for automating infrastructure management and buildi		
	introduction to technologies that will then be discussed in more detail in related follow-up courses. The student will also get acquainte used in practice.		
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
	s on an overview of technologies and development tools used in the field of the Internet of Things (IoT). Lectures are devoted to an overv		
	ication technologies designed primarily for this area, and appropriate programming methods. They include an overview of IoT architec computer labs, students will gain practical experience with developing simple IoT systems using common development environments (software - Arduino, Raspberry Pi OS).		
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 appropriate the design and control of the des	-	
•	ne organization of main memory and other internal memories (addressable, LIFO, FIFO and CAM) will be discussed in detail, including Iel and serial data transmissions. They will also get acquainted with the methodology of controller design, with the principles of commu		
· · · · · · · · · · · · · · · · · · ·	d the architecture of the bus system. The problems will be practically evaluated in the labs and with the help of the educational micropro	· · · · · · · · · · · · · · · · · · ·	
	and programmable hardware design kits (FPGA).		
BI-KAB.21	Cryptography and Security	Z,ZK	5
	derstand the mathematical foundations of cryptography and gain an overview of current cryptographic algorithms. They will be able to		-
•	ems based on them and learn the basics of safe use of symmetric and asymmetric cryptographic systems and hash functions in appli actical 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
	Ised on developing abstract thinking and precise formulation skills using conceptual models. Students learn skills of discerning key ter	,	
	cify correct relations in complex systems of social reality, mostly enterprises and institutions. Students learn basics of ontological struct		=
-	learn how to express business rules and constraints using the OCL language and foundations of OWL/RDF semantic data representations.		-
	ns of enterprise engineering, being a discipline for conceptual modelling of enterprises and institutes and their processes.The DEMO m Il be taught. The course is designed with the respect to continuation in software implementations. Recommended optional follow-up co		MN notation
BI-KOT	Programing in Kotlin	Z,ZK	. 4
	n, statically-styled object-functional language that exploits the extensive Java language ecosystem while delivering a number of advan ully Java compliant and allows for mixed projects that preserve existing parts written in Java, and continue with the development of a n		
The language is to	with minimum of boiler-plate code. Last but not least, Kotlin is suitable for designing of DSLs (Domain-Specific Languages).		Ciloriai way
BI-KSA	Cultural and Social Anthropology	ZK	2
	course aims to acquaint students with the basics of social and cultural anthropology as a scientific discipline dealing with the diversity		mples from
anthropological res	search from our "exotic" cultures (topics: kinship, religion, social exclusion, migration, globalization, , material culture, language, health shown. The course is presented in Czech.	, history, death, e	tc) will be
BI-LA1.21	Linear Algebra 1	Z,ZK	5
	students to the basic concepts of linear algebra, such as vectors, matrices, vector spaces. We will define vector spaces over the field of fields. We will present the concepts of basis and dimension and learn to solve systems of linear equations using the Gaussian elimina		
	rith linear manifolds. We define the regularity of matrices and learn to find their inversions using GEM. We will also learn to find eigenv		•
	matrix. We will also demonstrate some applications of these concepts in computer science.		
BI-LA2.21	Linear Algebra 2	Z,ZK	5
	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		
	ké s pojmem skalární sou in a lineární zobrazení, což nám dovolí ukázat souvislost s lineární algebrou, geometrií a po íta ovou grafil	=	
	eární 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.		
BI-LOG.21	Mathematical Logic	Z,ZK	5
	es on the basics of propositional and predicate logic. It starts from the semantic point of view. Based on the notion of truth, satisfiability be of formulas are defined. Methods for determining the satisfiability of formulas, some of which are used for automated proving, are e		
-	and Boolean functions in propositional logic. In predicate logic, the course further deals with formal theories, such as arithmetics, and	· ·	
=	h to mathematical logic is demonstrated on the axiomatic system of propositional logic and its properties. Gödel's incompleteness the		-

BI-MA1.21	Mathematical Analysis 1	Z,ZK	5
•	e by introducing students to the set of real numbers and its properties, and we note its differences with the set of machine numbers. T f a real variable. We gradually introduce the notions of limits of sequences and functions, continuous functions, and derivatives of function.	•	•
	ot-finding problems (iterative method of bisection and Newtons method), construction of cubic interpolation (spline), and formulation and		
· · · · · · · · · · · · · · · · · · ·	ssue of finding extrema of functions). The course is closed with the Landaus asymptotic notation and methods of mathematical descriptions.		
BI-MA2.21 The course comple	Mathematical Analysis 2 tes the theme of analysis of real functions of a real variable initiated in BI-MA1 by introducing the Riemann integral. Students will learr	Z,ZK	ov parts and
	n method. The next part of the course is devoted to number series, and Taylor polynomials and series. We apply Taylors theorem to the	-	
	scribed accuracy. Then we study the linear recurrence equations with constant coefficients, the complexity of recursive algorithms, an	,	·
	we introduce the student to the theory of multivariate functions. After establishing basic concepts of partial derivative, gradient, and F f localization of local extrema of multivariate functions as well as the numerical descent method. We conclude the course with the integi		- 1
BI-MDF.21	Modern Data Formats	KZ	3
-	urse 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		
BI-MGA.21	e along with tools available to work with such data. After finishing the course, the students should know how to work with common da Multimedia and Graphics Applications	ta, e.g. on the Web	5
	uainted with multimedia technologies and applications for 2D/3D bitmap and vector graphics. During the course, current tools for worl		' !
	tion will be introduced. Students learn several basic techniques of creation and editing content in computer graphics, introduction to graphics.		- 1
	r learn to use multimedia transmission and representation systems, including real-time multimedia processing. They understand the p f graphics processing cards. They gain a number of practical skills, such as vectorizing raster images, retouching photos, or creating		on and use
BI-MIT	Mikrotik technologies	KZ	3
The main motivation	on of the subject stands in the introduction of the RouterOS operating system and some network Mikrotik technologies which are com	nmonly used by the	small and
	vice providers (ISPs). The students learn how to use and create the architectures of the network solutions which are based on the mo trate and practically deploy them. The successful completion of this subject requires the previous knowledge of elementary computer ne	· •	
and now to adminis	and technologies of the data-link, network and transport layer of the OSI model.	etworks concepts in	ke protocois
BI-ML1.21	Machine Learning 1	Z,ZK	5
-	course is to introduce students to the basic methods of machine learning. They get theoretical understanding and practical working ki		
	dels in the supervised learning scenario and clustering models in the unsupervised scenario. Students will be aware of the relationsh the fundamentals of assessing model quality. Moreover, they learn the basic techniques of data preprocessing and multidimensional	•	
	demonstrations, pandas and scikit libraries in Python will be used.		
BI-ML2.21	Machine Learning 2	Z,ZK	5
_	rurse is to introduce students to the selected advanced methods of machine learning. In the supervised learning scenario, they, in par ss. In the unsupervised learning scenario students learn the principal component analysis and other dimensionality reduction methoc		
	basic principles of reinforcement learning and natural language processing.		one got and
BI-MMP	Multimedia team project	KZ	4
	This course is presented in Czech.		
DI MDD 24		7 71/	F
BI-MPP.21 The course is focus	Methods of interfacing peripheral devices	Z,ZK	5 The course
The course is focus		l serial bus (USB).	The course
The course is focus includes both PC s	Methods of interfacing peripheral devices ed on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Universa ide and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of USE drivers, simple application development, and APIs of selected devices.	al serial bus (USB). 3 devices, Linux an	The course nd Windows
The course is focus includes both PC s	Methods of interfacing peripheral devices ed on methods for interfacing of peripheral devices. Interfacing of real peripheral devices is focused on techniques based on Universa ide and peripheral devices side. Labs are practically oriented. Students gain experience with implementation of relevant parts of USE drivers, simple application development, and APIs of selected devices. Modern Visualisation Technologies	al serial bus (USB). B devices, Linux an	The course and Windows
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environment, will know their responsibilities in working with the Internet, will be familiar with the institutes of intellectual property law, and will be able to use commercial license types and open-source licenses. Emphasis will also be put on the legal protection of data on the Internet, the registration of Internet domains and protection against their misuse. Students will also be alerted to such behaviour in the field of IT that can be classified as criminal under the Czech law. The course will also include analyses of real cases from practice. **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. Computer graphics programming 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. Programing in PHP BI-PHP.1 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 and will use tool that eases development in PHP. The course is 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 their 3rd semester of study. BI-PHP.21 Programing in PHP ΚZ 5 The course is an introduction to the PHP language and technology. Students will learn also best practices and will use tools that make development in PHP easier. **Programming Languages and Compilers** Z,ZK 5 Students learn basic compiling methods of programming languages. They are introduced to intermediate representations used in current compilers GNU and LLVM. They learn to create a specification of a translation of a text that conforms a given syntax, to a target code and also to create a compiler based on the specification. The compiler can translate not only a programming language but any text in a language generated by a given LL input grammar. JavaScript Programming Main goal of the course is an introduction to Javascript programming. Students will learn also best practices and will use tool that eases development in Javascript. The course is 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 their 4th semester of study. BI-PJS.21 JavaScript Programming ΚZ 5 The course is an introduction to Javascript programming. Students will also learn best practices and get acquai nted with tools that make code development in Javascript easier. **BI-PJV** Programming in Java Z,ZK This course is presented in Czech. However, there is an English variant in the program Informatics (B1801 / 4753) **BI-PKM** Ζ Introduction to mathematics 4 This course is presented in Czech. BI-PMA Z,ZK 4 Programming in Mathematica Students will be working with modern technical and scientific software. Students will learn how to use different programming styles (functional programming, rule-based programming, etc.), how to create dynamic interactive applications and visualisations, data processing and presentations. BI-PNO.21 K7 Practical Digital Design 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** 7.7K 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. BI-PRR.21 Project management 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** 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 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. BI-PST.21 Probability and Statistics 7.7K 5 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. BI-PYT.21 Python Programming ΚZ 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	KZ	5
	ng students hands-on experience with quantum computers and their programming. We focus on fundaments of quantum mechanics, o		
_	porithms showing advantages and limitations of quantum computing. During tutorials students work in open-source software developr		
on Python langua	ge. 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-VMN might be an advantage. No previous knowledge of physics is assumed.	1 and experience w	ith Python
DI OLIA		KZ	4
BI-QUA	Quality Assurance duces students to the fundamentals of testing and quality management. Students will learn what the role of a tester is in the context of	1	4 software
	will experience hands-on application testing using both manual and automated testing. At the end of the semester, the student should		
	n a set of test scenarios, prepare test data, automate an appropriate portion of the scenarios, and prepare a report on the bugs found		
BI-SAP.21	Computer Structure and Architecture	Z,ZK	5
	acquainted with the basic architecture and units of a digital computer, understand the structure, function, and implementation of arith		
memory, I/O comm	unication, methods of data transfers between the units. The logic design and the implementation of a program-controlled simple proces	ssor is practically in	nplemented
	in the labs using programmable circuits (FPGA), a single-chip microcomputer, and modern design (EDA) tools.		
BI-SCE1	Computer Engineering Seminar I	Z	4
	mputer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to		
	dividually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the	•	
articles and other p	rofessional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teacher	rs. The topics are no	ew for each
DI COEO	semester.	7	4
BI-SCE2	Computer Engineering Seminar II mputer Engineering is a (s)elective course for students who want to deal with deeper topics of digital design, reliability and resistance to	Z Z	4
	dividually within the subject. Each student or group of students solves some interesting topic with the selected supervisor. Part of the		
• •	rofessional literature and/or work in K N laboratories. The capacity of the subject is limited by the possibilities of the seminar teacher	-	
	semester.		
BI-SEP	World Economy and Business	Z,ZK	4
This course is pre	sented in Czech. The course introduces students of technical university to the international business. It does that predominantly by co		I countries
and key regions of v	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 eco	nomic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of di	iscussions based o	n individual
	readings. It is advised to take bachelor level of this course BIE-SEP as a prerequisite.		
BI-SIP.21	Network Programming	Z	5_
	fundamental topics of programming network applications. It consists of 4 parts. The introductory part is focused on low-level program		
•	oted to designing communication protocols and their verification. The third part introduces the principles and applications of middleway	•	
introduces pasic	modern models of distributed computing - P2P and blockchain. All topics will be first explained theoretically and then practices in co- programming language environment.	imputer labs using a	a chosen
BI-SKJ.21	Scripting Languages	Z,ZK	4
	eneral overview of available scripting languages, their syntax, semantics, programming style, data structures, pros and cons. In additi		
Otadorno gani a go	prioral overview of available company languages, from cyritax, comandes, programming clyle, data directares, proc and cone. In additi		
	into shell and some other particular scripting languages and will get practical experience with shell script programming.		-
BI-SOJ	into shell and some other particular scripting languages and will get practical experience with shell script programming. Machine Oriented Languages		4
BI-SOJ Students of the cou	into shell and some other particular scripting languages and will get practical experience with shell script programming. Machine Oriented Languages rse will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optimal us	Z,ZK	4 or's features
Students of the cou	Machine Oriented Languages	Z,ZK	or's features
Students of the cou	Machine Oriented Languages rse will gain an ability to create their own programs in the assembly language of the most common PC platform focusing on optimal us	Z,ZK	or's features
Students of the cou and efficient cooper BI-SP1.21	Machine Oriented Languages 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 ling This knowledge will be used during reverse engineering, optimization, and evaluation of code security. Team Software Project 1	Z,ZK se of microprocessonked to higher level	or's features languages.
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BI-ST4 Network Technology 4 3 Students will further enhance their knowledge already acquired from previous BI-ST1, BI-ST2, and BI-ST3 courses. Principles of routing and switching presented during BI-ST1 and BI-ST2 courses got further extended in BI-ST3. Students were able to start fine-tune protocols' settings to gain certain advantages like increased efficiency, predictability, extension beyond a simple topology, security, etc. This module teaches students to configure and fine-tune Wide Area Networks and to experience a completely other type of network (Non Broadcast Multiple Access) which radically differs from well-known Ethernet (broadcast) type of networks. Students will also manage router and switch firmware, perform password recoveries, and emergency procedures. Also the security aspect is treated; students will learn possible intra- and inter-network attacks and the mitigation ways while maintaining the network running. **BI-STO** Storage and Filesystems The student will learn principles and current solutions of storage systems architecture. The module explains principles of data store, protection, and archiving, as so as storage scaling, load balancing and high availability. 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-SWI.21 Software Engineering Z,ZK 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. Applications of Security in Technology BI-TAB.21 Z,ZK 5 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 Test driven architecture The course is focused on practical examples of how to develop, test, and deploy software with tools like GitLab, Docker, Kubernetes, and more that are well known in the DevOps 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 in the semester project BI-TDP21 **Documentation and Presentation** 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 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 exercises of the course, an active approach to the creation of individual parts of the bachelor's thesis is assumed. **BI-TEX** TeX and Typography Z,ZK This course is presented in Czech. This course gives basics of programming in TeX (plain TeX, ConTeXt, LaTeX, OpTeX, LuaTeX). Te second part of the course focuses on typographic rules. Information Systems 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. Java Technology BI-TJV.21 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. BI-TPS.21 Computer Networks Technologies Z,ZK 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. 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. Theoretical Seminar III BI-TS3 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 BI-TS4 7 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 Z,ZK User Interface Design 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 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 fa	icilitate the development of Web pages applications. Server side will be demonstrated on PHP technology using frameworks Symfon on the client side will be demonstrated using a JavaScript language with library jQuery and possibly MV* framework Reac	=	/elopments
BI-TZP.21	Technological Fundamentals of Computers	Z,ZK	5
	inted with the fundamentals of digital and analog circuits, as well as basic methods of analyzing them. Students learn how computer s		
•	oduced to the function of a transistor. They will understand why processors generate heat, why cooling is necessary, and how to redum operating frequency are and how to raise them; why a computer bus needs to be terminated, what happens if it is not; how a con		
illilits to the maxim	(in principle). In the labs, students model the behavior of basic electrical circuits in SW Mathematica.	ilputer power supp	y looks like
BI-UKB.21	Introduction to Cybersecurity	Z,ZK	5
	urse is to provide students with the introduction of basic concepts in modern approach to cybersecurity. Students will get a basic over		_
	and attacker techniques, security mechanisms in networks, operating systems and applications, as well as of basic cyberspace re	gulations.	
BI-ULI	Introduction to Linux	Z	2
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 and techniques of a Unix-like system. Topics can be studied first theoretically and then practically verified in a virtual machine (te		commands
BI-UOS.21	Unix-like Operating Systems	KZ	5
	systems represent a large family mostly open-source codes that kept bringing during the history of computers efficient innovative fu	1	_
	uters and their networks and clusters. The most popular OS today, Android, has a unix kernel. Students get overview of basic proper		1
•	ads, access rights and user identity, filters, or handling files in a file system. They learn to use practically these systems at the level		
	to utilize powerful system tools that are available to users, but are also able to automatize routine agenda using the unix scripting in	terface, called she	
BI-VAK.21	Selected Applications of Combinatorics	Z	3
	introduce students in an accessible form to various branches of theoretical computer science and combinatorics. In contrast to the bions to theory. Together, we will first refresh the basic knowledge needed to design and analyze algorithms and introduce some basic		
	icipation of students, we will focus on solving popular and easily formulated problems from various areas of (not only theoretical) info		
will select problen	ns to be solved will include, for example, graph theory, combinatorial and algorithmic game theory, approximation algorithms, optimiz	ation and more. St	udents 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	Z,ZK	5
	se is to familiarize students with technology basis of cloud computer systems. It shows principles and techniques used in design and		
	h as various kinds of virtualization and high availability of servers, storages, and software layers. The course guides through data ce rid clouds. Student learn current trends in the architecture of IT infrastructure and its configuration for classic and cloud applications.	•	
· · · · · · · · · · · · · · · · · · ·	ation, and operation of complex infrastructures for modern applications with respect to scalability and protection against overloads, o		
BI-VES.21	Embedded Systems	Z,ZK	5
Students learn to de	esign embedded systems and develop software for them. They get basic knowledge of the most common microcontrollers and embedd	led processors, the	ir integrated
	peripheral circuits, programming methods, and applications. They get practical skills with development kits and tools.		
BI-VHS	Virtual game worlds	ZK	4
	tudents to create a complex virtual world. The course is a continuation of basic graphical courses (MGA, PGR, BLE,). This current students the theory of game design, principles of writing dialogues and characters in order to create a functional and complex virtual world. The theory of game design, principles of writing dialogues and characters in order to create a functional and complex virtual world.	•	
complemented by	the course MI-PVR with the task of converting scenes and their dynamics into a fully virtual environment suitable for VR devi		ollowed by
BI-VIZ.21	Data Visualization	KZ	5
The course offers a	n overview of the types and characteristics of data as well as suitable visualization methods. This will aid the students in understand	ng data, their conte	ent and their
	as such as data mining and machine learning. Within the course, students will be introduced to exploratory data analysis, preproces	٠,	0
different kinds of da	ta such as text, social networks, time series or basic image data processing. Students will get hands-on experience in applications of examples in the Python programming language.	selected methods t	o real-world
BI-VMM	Selected Mathematical Methods	Z,ZK	4
	s with an introduction to the analysis of complex functions of a complex variable. Next, we present the Lebesgue integral. We then ac		
-	r, we introduce and study the properties of the Discrete Fourier Transform (DFT) and its fast implementation (FFT). We discuss the w		
	ne linear programming problem in more detail and its solution using the Simplex algorithm. Each topic is demonstrated with interesting	ng examples.	
BI-VPS.21	Selected Topics in Computer Networking	Z,ZK	5
	pon the Computer Networks course (BI-PSI), obligatory for the program. Students will learn in detail principles, protocols, and technological accounts and interesting the control of the property of the prop		
	al area networks up to Internet, with focus on switching, routing, security, and virtualization.The emphasis will be on gaining practica vices in the lab and learning important methods of local area and wide area networks from the viewpoint of functionality, performance	-	eai network
BI-VR1	Virtual reality I	KZ	4
	ial Reality (VR), virtual reality operating system and virtual reality creation. Another objective is to meet the rules and requirements o	1	
The course focuse	es on the ways of teaching using virtual reality technologies and interactive activities in educational virtual 3D worlds. It improves cor	nputational thinking	, empathy
	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, spatial computing and social life of avatars. The objet for computer science and gamification in various social metaverse and desktop engines.	ective is to develop	applications
BI-VWM.21	Searching the Web and Multimedia Databases	Z,ZK	5
	c overview about search techniques in the web environment that is interpreted as a very large distributed and heterogeneous storage		
-	nformation about search techniques in text and hypertext documents (the web pages themselves) and about feature extraction from		-
knowledge of simila	rity search in multimedia databases (generally in collections of unstructured data). They also learn techniques for programming web se data types (documents).	arch engines for the	ementioned
BI-ZIVS	Intelligent Embedded System Fundamentals	KZ	4
•	ed system fundamentals course is focused on high-level technology embedded systems integrating artificial intelligence. The aim of		
	robot control and development of applications in a graphical development environment. Lectures provide fundamentals of motion cont Ivigation and development tools. In labs, students program a set of basic task by using the robot simulator and real hardware to get p	_	
	technologies.		111000
BI-ZNF	PHP Framework Nette - basics	KZ	3
	ne basics of PHP framework Nette. They will learn how to practically work with MVP architecture and various libraries of this Czech po	1	
	knowledge should serve for the efficient creation of a web backend in PHP language.	1	
BI-ZPI	Process engineering	KZ	4
	fundamentals of process engineering in this subject. Students will get necessary foundations for understanding formal principles of pused notations (UML, BPMN, BORM). The focus in this subject lies in training of practical skills of formalisation and modelling of bus	_	-
odin basios UI IIIE	accompliance (oran, portray). The locas at this subject lies at training of practical shifts of formalisation and illudeling of bus	moss processes us	ig 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. BI-ZRS.21 Basics of System Control 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 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 7 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 30 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 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. Artificial Intelligence Fundamentals Basic course on introduction to artificial intelligence with emphasis on symbolic techniques. The design of an intelligent agent and the techniques needed to create it will be discussed, especially at the decision-making level. The intelligent agent in the context of the course can be represented for example by a physical robot, but also by a non-physical entity, such 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-art during the course. BI-ZWU Introduction to Web and User Interfaces This course is presented in Czech. **BIE-CSI** Introduction to Computer Science Ζ 2 This is an introductory class on Elementary Computer Science for broad audiences: bachelor students in computer science, students majoring in other fields but interested in computer science, high-school students, anybody with a background in basic math and the desire to understand the absolute basics of computer science. The goal of the class is to introduce and relate basic principles of computer science for students to understand, early on, what computer science is, why things such as high-level programming languages and tools are 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 answer not just basic computer science 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 interested in computer science more than expected, or even less than before. **BIF-DIF** Differential equations This course provides a foundational overview of differential equations, starting with basic motivation and examples of ODEs and progressing to essential solution methods like separation of variables. Key theorems on existence and uniqueness establish when solutions can be guaranteed. Linear and system-based ODEs are covered with methods like characteristic polynomial analysis, followed by examples of non-linear models such as predator-prey and epidemiological models to showcase real-world applications. Finally, an introduction to partial differential equations (PDEs) extends these concepts to multi-variable contexts. The course will also cover numerical methods for solving ODEs and PDEs, including implicit and explicit Euler methods, Runge-Kutta methods, and finite element methods for both ODEs and PDEs. BIF-FFC English language external certificate 7 4 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 Common European Framework of Reference for Languages. BIE-IMA2 Introduction to Mathematics 2 2 Students refresh and extend knowledge of elementary functions and their properties. Students understand basic mathematical principles and they are able to apply them in particular examples. **BIE-SEG** Systems Engineering 0 This is an introductory class on systems engineering for bachelor students in computer science. The goal of the class is to introduce basic principles of operating systems for students to understand processor and memory virtualization. Seeing and actually understanding virtualization is the overarching theme of the class. After taking the class, students are able to understand the difference between processes and threads as well as emulation and virtualization, what virtual memory is and how it works, what concurrency is, as opposed to parallelism, and how processes and threads synchronize efficiently to overcome concurrency for communication. Artificial Intelligence Fundamentals Students are introduced to the fundamental problems in the Artificial Intelligence, and the basic methods for their solving. It focuses mainly on the classical tasks from the areas of state space search, multi-agent systems, game theory, planning, and machine learning. Modern soft-computing methods, including the evolutionary algorithms and the neural networks, will be presented as well. Academic writing 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 form of publication. Writing scientific 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 the course, students will 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 reviewing 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 determined based on the availability of enrolled students.

FIT-ACM1	Programming Practices 1	KZ	5
	This is a selective course for preparing talented student for representation in international programming contests.		
FIT-ACM2	Programming Practices 2 This is a selective course for preparing talented student for representation in international programming contests.	KZ	5
FIT-ACM3	Programming Practices 3 This is a selective course for preparing talented student for representation in international programming contests.	KZ	5
FIT-ACM4	Programming Practices 4 This is a selective course for preparing talented student for representation in international programming contests.	KZ	5
FIT-ACM5	Programming Practices 5	KZ	5
FIT-ACM6	This is a selective course for preparing talented student for representation in international programming contests. Programming Practices 6	KZ	5
FIT-ITI	This is a selective course for preparing talented student for representation in international programming contests. Modern IT infrastructure	Z,ZK	5
· · · · · · · · · · · · · · · · · · ·	nd time-invariable range of software or hardware, this subject tries to explain the issue as a whole and in the context of the time. A man as a complex whole, the individual parts of which must be reconciled from different aspects of the view using current technologies. thus be capable of continuous and economically optimal operation.	odern data or com	
FIT-SEP	World Economy and Business	Z,ZK	4
	ented in Czech. The course introduces students of technical university to the international business. It does that predominantly by c		
	orld economy. Students get to know about different religions and cultures, necessary for doing business in diverse societies as well as somic development, which are needed for the right investment decision. Seminars help to improve on the knowledge in the form of decision. Seminars help to improve any the knowledge in the form of decision. Seminars help to improve any the knowledge in the form of decisions.		
FITE-EHD	Introduction to European Economic History	Z,ZK	3
	ces a selection of themes from the European economic history. It gives the student basic knowledge about forming of the global eco	1 '	
	in history. As European countries have been dominant actors in this process it focuses predominantly on their roles in the economic		-
rea of Roman Emp	oire to fragmentation of the Middle Ages, from destruction of WWII to the current affairs, the development of modern financial institution	tions is deciphered	d. The cour
does not cover det	ailed economic history of particular European countries but rather the impact of trade and role of particular events, institutions and	organizations in h	istory. Clas
	meetings will consist of a mixture of lecture and discussion.		1
NI-AFP	Applied Functional Programming	KZ	5
-	ented in Czech. Functional programming represents one of the traditional programming paradigms. Traditional and novel functional programming paradigms.		-
ne rise nowadays	and the functional paradigm becomes an important construct of traditionally imperative languages (C++, C#, Java). As such, maste	ring this paradigm	becomes
NI DDM	necessary competence of a software engineer: the theory and especially the practice.	KZ	4
NI-DDM	Distributed Data Mining	1	
	state-of-the-art approaches for distributed data mining and parallelization of machine learning algorithms. Students will gain hands mework Apache Spark and with existing distributed DM / ML algorithms. They will learn principles of their parallel implementations	· ·	_
and proceeding na	approaches to parallelize other algorithms. The course is prezented in czech language.	and will be capabl	c to propos
NI-DSP	approaches to parallelize other algorithms. The course is prezented in czech language. Database Systems in Practes	Z,ZK	4
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NI-PSD	Public Services Design	KZ	4
he course will int	roduce students to specifics of UX, Service design and development for public sector. We will look into the design and development p	rocess from the pe	erspective of
suppliers (devs	and designesr) as well as clients. In small teams students will work on projects from partner organizations and will try out collaboratio	n with client repres	sentatives.
	Course is aimed at students-designers as well as clients.		
NI-PSL	Programming in Scala	Z,ZK	4
The course introd	uces the modern programming language Scala which exploits object-functional paradigm. Scala comprises advance language featur	es - e.g.pattern ma	atching and
dvance 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
-	cquainted with the essentials of reverse engineering of computer software. They will learn how processes start and what happens bef		
	s will understand how executable files are organized and how they interact with 3rd party libraries. Another part of the course is dedicated as a second of the course is dedi		
	itten in C++. Students will also understand principles of disassemblers and obfuscation techniques. A part of the course will also be d	•	•
debuggers and d	ebugging work and which methods can be used to detect it. One of the lectures will be dedicated to the latest trends on the computer	malware scene. I	he focus of
NII OVD	the course is on the seminars, where students will solve practically oriented tasks from the real world.	7.714	
NI-SYP	Parsing and Compilers	Z,ZK	5
ne module bullas	upon the knowledge of fundamentals of automata theory, formal language and formal translation theories. Students gain knowledge of va	arious variants and	applications
NII TOD	of LR parsing and are introduced to special applications of parsers, such as incremental and parallel parsing.	7.71	
NI-TSP	Testing and Reliability	Z,ZK	5
•	knowledge about circuit testing and about methods for increasing reliability and security. They will get practical skills to be able to pre ensitization and to use an ATPG for automatic test generation. They will be able to design easily testable circuits and systems with bu		
ne munive pain s	will be able to compute, analyze, and control the reliability and availability of the designed circuits.	iii-iii-seii-test equi	pment. mey
NI-VCC	Virtualization and Cloud Computing	Z.ZK	5
	in knowledge of architectures of large computer systems that are used in data centers and computer infrastructure of companies and	_,	1
_	irtualization principles, tools and technologies that serve to facilitate and automate configuration, testing and monitoring, and to efficie	-	-
	arameters of modern computer systems. Theoretically and practically, they will get acquainted with containerization as the most effect		-
	implex computer systems and with specific technologies of cloud systems. Finally, they will learn the principles and gain practical skills in	٠.	•
· ·	and development tools (Continuous integration and development).		· ·
NI-VYC	Computability	Z.ZK	4
	Classical theory of recursive functions and effective computability.	_,,	1
TV1	Physical Education	Z	0
TV2	Physical Education	Z	0
TV2K1	Physical Education 2	Z	1
TVK1	Physical Education	Z	1
TVKLV	Physical Education Course	Z	0
TVKZV	Physical Education Course	Z	0
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Physical education

Physical education

For updated information see http://bilakniha.cvut.cz/en/FF.html Generated: day 2025-09-02, time 06:51.

TVV

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