## Recomended pass through the study plan

## Name of the pass: Open Informatics - Passage through study

Faculty/Institute/Others: Department: Pass through the study plan: Open Informatics Branch of study guranteed by the department: Common courses Guarantor of the study branch: Program of study: Welcome page Type of study: unknown full-time Note on the pass:

Coding of roles of courses and groups of courses:

P - compulsory courses of the program, PO - compulsory courses of the branch, Z - compulsory courses, S - compulsory elective courses, PV - compulsory elective courses, F - elective specialized courses, V - elective courses, T - physical training courses

Coding of ways of completion of courses (KZ/Z/ZK) and coding of semesters (Z/L):

KZ - graded assesment, Z - assesment, ZK - examination, L - summer semester, Z - winter semester

Number of sem	nester: 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
B4B01DMA	Discrete Mathematics Petr Habala Petr Habala Petr Habala (Gar.)	Z,ZK	5	2P+2S	Z	Р
B0B01LAG	Linear Algebra Ji í Velebil, Jakub Rondoš, Natalie Žukovec, Daniel Gromada, Josef Dvo ák, Mat j Dostál <b>Ji í Velebil</b> Ji í Velebil (Gar.)	Z,ZK	8	4P+2S	Z	Ρ
B0B36PRP	Procedural Programming Jan Faigl Jan Faigl (Gar.)	Z,ZK	6	2P+2C	Z	Р
B4B33RPH	Solving Problems and other Games Tomáš Svoboda, Petr Pošík <b>Petr Pošík</b> Tomáš Svoboda (Gar.)	KZ	6	2P+3C	Z	Р
BEZZ	Basic Health and Occupational Safety Regulations Vladimír K la, Radek Havlí ek, Ivana Nová Radek Havlí ek Vladimír K la (Gar.)	Z	0	2BP+2BC	Z	Р
2015_BOIVOL	Volitelné odborné p edm ty	Min. cours. 0	Min/Max 0/999			V

Number of sen	nester: 2					
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
B0B35APO	Computer Architectures Pavel Píša, Richard Šusta, Petr Št pán Pavel Píša Pavel Píša (Gar.)	Z,ZK	5	2P+2L	L	Р
BEZB	Safety in Electrical Engineering for a Bachelor's Degree Vladimír K la, Radek Havlí ek, Ivana Nová Radek Havlí ek Vladimír K la (Gar.)	Z	0	2BP+2BC	Z,L	Ρ
B0B01LGR	Logic and Graphs Natalie Žukovec, Mat j Dostál, Alena Gollová Alena Gollová Marie Demlová (Gar.)	Z,ZK	5	3P+2S	Z,L	Ρ
B0B01MA1	Mathematical Analysis 1 Josef Dvo ák, Martin K epela, Josef Tkadlec, Veronika Sobotíková Josef Tkadlec Josef Tkadlec (Gar.)	Z,ZK	7	4P+2S	Z,L	Ρ
B4B38PSIA	Computer Networks Ji í Novák, Jan Holub <b>Ji í Novák</b> Ji í Novák (Gar.)	Z,ZK	5	2P+2L	L	Ρ
B0B36PJV	Programming in Java Martin Mudroch, Ji í Vok ínek, Ladislav Serédi <b>Ji í Vok ínek</b> Ji í Vok ínek (Gar.)	Z,ZK	6	2P+3C+7D	L	Ρ
2015_BOIVOL	Volitelné odborné p edm ty	Min. cours. 0	Min/Max 0/999			V

## List of groups of courses of this pass with the complete content of members of individual groups

Kód	Name of the group of courses and codes of members of this group (for specification see here or below the list of courses)	Completion	Credits	Scope	Semester	Role
2015_BOIVOL	Volitelné odborné p edm ty	Min. cours.	Min/Max 0/999			v
		U	0/999			

## List of courses of this pass:

EDB01LAG         Linear Algebra         Z,ZK         8           The course covers the initial part is finant mapping and cover and innear mapping and cover and and predicate logic and Graphs         Z,ZK         5           BOB01LGR         Innear equations, the space and innear mapping and cover and innear mapping and cover and other sector product) and SVD.         Solving systems of innear equations, the space and innear mapping and cover and other sector product) and SVD.         EQ0601LGR         Z,ZK         5           BOB01LGR         Innear equations, the space and innear mapping and cover and other sector product) and SVD.         Z,ZK         5           BOB01LGR         Innear equations, the space and innear mapping and cover and other sectors and other relationship between a formula and its model is stressed. Further, basic innohis from graph theory services and the innohis conting regulation introduces stress of using and theore and introduces stress of functions of one variable.         EQ0801MA1         Z,ZK         5           BOB35APO         Computer Architectures         Z,ZK         6         BOB35APO         Z,ZK         6           Ib covers builds on the basics of signifithms and programming from the first semsetar and introduces students to the source acoust ne covers and their imperimentation. Prococuse and botic acress and treace basic of algorithms	Code	Name of the course	Completion	Credits
The course overs he initial parts of linear algebra. Firstly, the basic notions of a linear space and linear mappings are coverds. digonal Basicon, exb is coordinate is child and the sector product) and SVD. B0B01LGR Sector Sector and the antices, distributed and the vector product and the vector product) and SVD. B0B01LGR Sector Sector and the relational parts and semantics of propositional and predicate logic are introduced. The importance of the notion of consequence and of the relationship between a formula and its model is stressed. Turther, basic notions from graph theory and the relationship between a formula and its model is stressed. Turther, basic notions from warkable. B0B01LAI The aim of the course is to introduce students to basics of differential and integral calculus of functions of one variable. B0B30APO Computer Architectures B0B30APO Programming from the first semester and introduces students to basic of practical skills and howoldge of Java's tasked in the form the alwal applications and the implementation. Practical exorcises of practical skills and howoldge of Java's tasked in the form correcting sand three acting is a practical skills and howoldge of Java's tasked in the time correcting sand three acting is applications and their implementation. Practical exorcises of practical skills and howoldge of Java's tasked in the time correcting sand three design and howoldge of Java's tasked in the time correcting sand three design and howoldge of Java's tasked in the time sand using a graphical interface. Basic library methods, working with the sand using applications and their implementation. Practical exorcises of practical skills and howoldge of Java's tasked in the tore design and howoldge of Java's tasked in the tore correcting sand three the practical implementation of sanger. The relative and processing user into the corputer memory. Furthermore, the corcepts of linked data structures and processing user into the corputer memory. Furthermore, the concepts of linked data structures and the	B0B01LAG	Linear Algebra	Z,ZK	8
solving systems of linear equations, the geometry of a 3D space (including the scalar product and the vector product) and SVD. BOB01LGR and Carapha and semantics of propositional and predicate logic are introduced. The importance of the notion of consequence and of the relationship between a formula and its model is stressed. Further, basic notions from graph theory are introduced. BOB01MA1 Mathematical Analysis 1 Z,ZK 5 BOB3GPJV Computer Architectures Z,ZK 5 BOB3GPJV Computer Architectures Z,ZK 6 Computer Architectures Z,ZK 6 BOB3GPJV Computer Architectures Z,ZK 6 BOB3GPJV Computer Architectures Subjects on the basics of algorithms and programming from the first semester and introduces students to be Java environment. The course also focus on the object corres of the Java language. The topics of the course includes exceptions, event handing, and building a graphical interface. Basic library method, working with files and using generic top of the Java language. The topics of the course includes exceptions, event handing, and building a graphical interface. Basic library method, working with files and using generic top of the Java language. The topics of the course includes exceptions, event handing, and building a graphical interface. Basic library method, working with files and using generic top of solving partial tasks and semaster work, which will be submitted continuously through the source code suppression control system. The semester work scoring conststo Johns for th convercences and efficiency of the code, as well as points that lake into accour period lasks. The course emphasizes acquining grapmaning handbas for creating readabile and reusable orgams. At the same inter, the of first is build students and very wide the program data structures and their regresentation in the computer memory. Furthermore, the consealment. Therefore, the C Programming language used that provides a direct link between the program data structures and their prepresentation in the computer memory. Eventsem for theresentery and	The course covers	<b>u</b>	ependence, basis,	coordinates
B0B01LGR         Logic and Graphs         Z,ZK         5           This course covers basics of mathematical logic and graph theory, syntax and semantics of propositional and predicate logic are introduced. The importance of the notion of consequence and of the relationship between a formula and its model is stressed. Further, basic notions from graph theory are introduced.         5           B0B01LMA1         Mathematical Analysis 1         Z,ZK         7           B0B35APO         Computer Architectures         Z,ZK         5           B0B35APO         Computer Architectures         Z,ZK         5           B0B35APO         Computer Architectures         Z,ZK         6           Bre course builds on the basics of algorithms and programming from the first semester and introduces students to basics constance includes exceptions, event handling, and building argaphical interface. Basic ibrary methods, working with files and using generic type with be introduced and nice models of multifreaded applications and their inghementation. Protecical askil and knowledge of Java         7           B0B36FPI         Procedural Programming form the excel with the optical programming argaphical interface. Saccin practical skills and knowledge of Java         7           B0B36FPI         Procedural Programming in Java         Z,ZK         6           B0B36FPI         Procedural Programming in program the excel with the practical exercical skills and invokedge of Java         Z,ZK         6           B0B36FPI         P	etc). The calculus	of matrices (determinants, inverse matrices, matrices of a linear map, eigenvalues and eigenvectors, diagonalisation, etc) is covered	next. The applicati	ons include
This course covers basics of mathematical logic and graph theory. Syntax and semantics of propositional and predicate logic are introduced. The importance of the notion of consequence and of the relationship between a formula and its model is stressed. Further, basic notions from graph theory are introduced.           B0B01MA1         Mathematical Analysis 1         Z,ZK         7           B0B35APO         Computer Architectures         Z,ZK         5           B0B35APU         Programming in Java         Z,ZK         6           the avian digues, The topics of the course includes exceptions, even thanding, and building a graphical interface. Basic library methods, working with files and using genetric type.         6           file avian language. The topics of the course includes exceptions, even thanding, and building a graphical interface. Basic library methods, working subject on the solice of avia is tested in the first semester and introduced students to the source codes, their readability and reusability.           correctness and efficiency of the code, as well as points that take into account the quality of the source codes, their readability and reusability.         E0836PE         Z,ZK         6           Correctness and efficiency of the code, as well as points that take into account the quality of the source codes, their readability and reusability.         CZK         6           E0836PEV         Procedural Programming in phases in concide and predicate librate and pre		solving systems of linear equations, the geometry of a 3D space (including the scalar product and the vector product) and SV	/D.	
and of the relationship between a formula and its model is stressed. Further, basic notions from graph theory are introduced.         Z,ZK         7           B0B01MA1         The aim of the course is to introduce students to basics of differential and integral calculus of functions of one variable.         7           B0B35APO         Computer Architectures         Z,ZK         5           B0B36PJV         Programming from the first semester and introduces students to basics of algorithms and programming from the first semester and introduces students to the Java environment. The course also focus on the object concel the Java language. The topics of the course includes exceptions, event handling, and building arpshical interface absci lbrary methods, working with lies and using generic type will be introduced. An important topics is models of multithreadd applications and their implementation. Practical exercises of practical skils and knowledge of Java is tested in the for of solving partial tasks and semester work, with will be submitted continuously through the source code version control system. The semester work scoring consists of points for th course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inpu are developed to set on the solute structures and processing user inpu are developed by a set of horemore with the practical implementation. The programming hash to creating readable and reusable rogramming the practical sile interplace memory. Students as curve, or implementation is an integratine on only and program complate individual tasks, emphasizing functionality and accuracy of implementation is an integratine on only and program complate individual tasks, emphasizing functionality and sculations module and evusable ro	B0B01LGR	Logic and Graphs	Z,ZK	5
B0B01MA1         Mathematical Analysis 1         Z,ZK         7           The aim of the course is to introduce students to basics of differential and integral calculus of functions of one variable.         Z,ZK         5           B0B35APO         Computer Architectures         Z,ZK         5           B0B36PJV         Programming in Java         Z,ZK         6           the ava language. The topics of the course includes exceptions, event handing, and building a graphical interface. Basic library methods, working with files and using generic type will be introduced. An important topic is models of multithreaded applications and their implementation. Practical exercises of practical skills and knowledge of Java is tested in the for solving partial tasks and semester work, which will be submitted outinuously through the source code version control system. The semester work soring consists of points for th correctness and efficiency of the code, as well as points that take into account the quality of the source acounts and processing user inputare developed. Students master the practical implementation of simple individual tasks. The course explansas caudining programming habits for creating readable and reusable success a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compilate to take is an interpret endore is a build students an overview of the possibility of optical and pones sing functionality and accuracy of implementation. Student independence is developed by as et of homework with the possibility of optical and pones sing functionality and accuracy of implementation. Students meeting with a glible, understandable, and manitalinable codes is also a part of the selected tasks.	This course covers	basics of mathematical logic and graph theory. Syntax and semantics of propositional and predicate logic are introduced. The importanc	e of the notion of c	onsequenc
The aim of the course is to introduce students to basics of differential and integral calculus of functions of one variable.         B0B35APO       Z,ZK       5         B0B36PIV       Programming in Java       Z,ZK       6         The course builds on the basics of algorithms and programming from the first semester and introduces students to the Java environment. The course also focus on the object concept the Java language. The topics is models of multithreaded applications and their implementation. Practical exercises of practical skills and knowledge of Java is tested in the for 1s olving partial tasks and semester work, which will be submitted continuously through the source code version control system. The semester work costing consists of points for that also is a not genome properties to a second participation of the course includes exceptions, even thanding, and is no account the quality of the source codes, their readability and reusable or correctness and efficiency of the code, as well as points that take in a computer memory. Furthermore, the concept of linked data structures and processing user input are developed. Students master the practical implementation of simple individual tasks. The course accounts will get acquariated not only with program complatiation and box with developing and profiling. Labs aim to acquire practical skills of implementing simple individual tasks. The course students met set as a time program sing existing implementation of coling style motivated by writing leiple, understandable, and maintainable codes is also a part of the selected tasks.         B0336PRD       Procedural Program iso partial task is an integration of a larger program using assignments. The find task is an integratino of a larger program using assignments. The find tas		and of the relationship between a formula and its model is stressed. Further, basic notions from graph theory are introduced	d.	
B0B35APO         Computer Architectures         Z,ZK         5           B0B356PJV         Programming in Java         Z,ZK         6           B0B356PJV         Programming in Java         Z,ZK         6           B0B356PJV         Programming in Java         Z,ZK         6           B0B356PJV         Explore         Bob Stop         BCD Stop	B0B01MA1	Mathematical Analysis 1	Z,ZK	7
B0B36PJV         Programming in Java         Z,ZK         6           The course builds on the basics of algorithms and programming from the first semester and introduces students to the Java environment. The course also focus on the object concept the Java language. The topics of the course includes exceptions, event handling, and building a graphical interface. Basic library methods, working with lifes and using generic type will be introduced. An important topic is models of multithreaded applications and their implementation. Practical eventses of practical skills and knowledge of Java is tested in the for of solving partial tasks and semester work, which will be submitted continuously through the source code version control system. The semester work scoring consists of points for th course accompanies basic programming emphasizing the data representation in the source codes, their readability and reusability.           B0B36PRP         Procedural Programming         Z,ZK         6           The course accompanies basic programming emphasizing the data representation in the computer memory. Furthermore, the concepts of linked data structures and processing user input are developed. Students master the practical implementation of simple individual tasks. The course enginasizes acquainted not not with program compliate and linking but also with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementations. Students will get between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compliate individual tasks, emphasizing functionality and accuracy of implementations. Students independence is developed by a set of homework with the possibility of oplicinal and borus assignments. The fi		The aim of the course is to introduce students to basics of differential and integral calculus of functions of one variable.		1
The course builds on the basics of algorithms and programming from the first semester and introduces students to the Java environment. The course also focus on the object conce of the Java language. The topics of the course includes exceptions, event handling, and building a graphical interface. Basic library methods, working with files and using generic type will be introduced. An important topic is models of multithreaded applications and their implementation. Practical exceptions control system. The semester work scoring consists of points for the correctness and efficiency of the code, as well as points that take into accounce the quality of the source codes, their readability and reusability. BOB36PRP Z.Z.K 6 The course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inpu are developed. Students masker the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readabile and reusabile orgaram. At the same time, the effort is to build students an overview of the program operation, data model, memory access, and management. Therefore, the C programming ampulse as used that provides a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compilate individual tasks with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementations. <b>B4B01DMA</b> I biscrete Mathematics <b>B4B01DMA</b> Discrete Mathematics <b>B4B01DMA</b> Discrete Mathematics <b>B4B33RPH</b> Stolucation and course optimus. The second aim of this course is to teach students the allaquage of mathematics, bina relations, mappings, cardinality of sets, induction, and recurrence equations. The second aim of this course is to teach students thal learn how to decompose the big problem, how to deffine i	B0B35APO	Computer Architectures	Z,ZK	5
The course builds on the basics of algorithms and programming from the first semester and introduces students to the Java environment. The course also focus on the object conce of the Java language. The topics of the course includes exceptions, event handling, and building a graphical interface. Basic library methods, working with files and using generic type will be introduced. An important topic is models of multithreaded applications and their implementation. Practical exceptions control system. The semester work scoring consists of points for the correctness and efficiency of the code, as well as points that take into accounce the quality of the source codes, their readability and reusability. BOB36PRP Z.Z.K 6 The course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inpu are developed. Students masker the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readabile and reusabile orgaram. At the same time, the effort is to build students an overview of the program operation, data model, memory access, and management. Therefore, the C programming ampulse as used that provides a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compilate individual tasks with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementations. <b>B4B01DMA</b> I biscrete Mathematics <b>B4B01DMA</b> Discrete Mathematics <b>B4B01DMA</b> Discrete Mathematics <b>B4B33RPH</b> Stolucation and course optimus. The second aim of this course is to teach students the allaquage of mathematics, bina relations, mappings, cardinality of sets, induction, and recurrence equations. The second aim of this course is to teach students thal learn how to decompose the big problem, how to deffine i	B0B36PJV	Programming in Java	Z.ZK	6
will be introduced. An important topic is models of multithreaded applications and their implementation. Practical exercises of practical skills and knowledge of Java is tested in the form of solving partial tasks and semester work, which will be submitted continuously through the source code version control system. The semester work scoring consists of points for th			,	ject concer
af solving partial tasks and semester work, which will be submitted continuously through the source code version control system. The semester work scoring consists of points for th correctness and efficiency of the code, as well as points that take into account the quality of the source codes, their readability and reusability.          BOB36PRP       Procedural Programming       Z,ZK       6         The course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inpu are developed. Students master the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readable and reusable such that provides a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compliation and inning but also with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementations for the sole is developed by a set of homework with the possibility of optional and bonus assignments. The final task is an integration of a larger program using existing implementations. Evaluation of coding style motivated by writing legible, understandable, and maintainable codes is also a part of the selected tasks.         B4B01DMA       Discrete Mathematics         B4B33RPH       Solving Problems and other colleanes       KZ       6         The main motivation is to test and validate individual tasps and solve is validate shall learn how to decompose the big problem, how to define interfaces, how to test and validate individual steps and so on. Many problems will actually be beyond the first-year-student skills. And many p	of the Java languag	ge. The topics of the course includes exceptions, event handling, and building a graphical interface. Basic library methods, working witl	h files and using g	eneric type
correctness and efficiency of the code, as well as points that take into account the quality of the source codes, their readability and reusability.           BOB36PRP         Procedural Programming         Z,ZK         6           The course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inputance developed. Students master the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readable and reusable or orgrams. At the same time, the effort is to build students an overview of the program operation, data model, memory. Students will get acquainted not only with program complication and linking but also with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementation. Student independence is developed by a set of homework with the possibility of optional and borus assignments. The final task is an integration of a larger program using existing implementations. Evaluation of coding style motivated by writing legible, understandable, and maintainable codes is also a part of the selected tasks.           B4B01DMA         Discrete Mathematics         Z,ZK         5           nt this course students meet some important topics from the field of discrete mathematics as science.         KZ         6           B4B33RPH         Solving Problems and other Games         KZ         6           The main motivation is to let students to deal with real-world problems properly. When working on real problems soft and any problem will norb be solved in the optimal way. The unsolved parts	will be introduced.	An important topic is models of multithreaded applications and their implementation. Practical exercises of practical skills and knowled	ge of Java is tested	d in the form
BOB36PRP         Procedural Programming         Z,ZK         6           The course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inpu are developed. Students master the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readable and reusable orgarams. At the same time, the effort is to build students an overview of the program operation, data model, memory access, and management. Therefore, the C programming languag s used that provides a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compilatic and linking but also with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementatios Student independence is developed by a set of homework with the possibility of optional and bonus assignments. The final task is an integration of a larger program using existing implementations. Evaluation of coding style motivated by writing legible, understandable, and maintainable codes is also a part of the selected tasks.         B4B01DMA         Discrete Mathematics         Z,ZK         5           B4B33RPH         Discrete Mathematics. Namely, they will explore divisibility and calculations modulo n. diophantine equations, binan relations, mappings, cardinality of sets, induction, and recurrence equations. The second aim of this course is to teach students the language of mathematics, both passively and actively, and introduce them to mathematics as science.         B4B33RPH         Solving Problems and other Games         KZ         6           B4B3	of solving partial ta	sks and semester work, which will be submitted continuously through the source code version control system. The semester work sc	oring consists of p	oints for th
The course accompanies basic programming emphasizing the data representation in computer memory. Furthermore, the concepts of linked data structures and processing user inpu are developed. Students master the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readable and reusable orgrams. At the same time, the effort is to build students are noverive of the program operation, data model, memory access, and management. Therefore, the C programming habits sused that provides a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compilation and linking but also with debugging and profiling. Labs aim to acquire practical skills of implementations Student independence is developed by as et of homework with the possibility of optical and bonus assignments. The final task is an integration of a larger program using existing implementations. Evaluation of coding style motivated by writing legible, understandable, and maintainable codes is also a part of the selected tasks. <b>B4B01DMA Discrete Mathematics</b> <b>2,ZK 5</b> n this course students meet some important topics from the field of discrete mathematics. Namely, they will explore divisibility and calculations modulo n, diophantine equations, bina relations, mappings, cardinality of sets, induction, and recurrence equations. The second aim of this course is to teach students the language of mathematics, both passively and actively, and introduce them to mathematics as science. <b>B4B33RPH SOlving Problems and other Games KZ 6</b> The main motivation is to let students to deal with real-world problems properly. When working on real problems the student shall learn how to decompose the big problem, how to define interfaces, how to test and validate individual steps and so on. Many problems will actually be beyond the first-year-student skills. And many problem will not be solved in the optimal way. The unsol		correctness and efficiency of the code, as well as points that take into account the quality of the source codes, their readability and i	reusability.	
are developed. Students master the practical implementation of simple individual tasks. The course emphasizes acquiring programming habits for creating readable and reusable programs. At the same time, the effort is to build students an overview of the program operation, data model, memory access, and management. Therefore, the C programming language sused that provides a direct link between the program data structures and their representation in the computer memory. Students will get acquainted not only with program compilate and linking but also with debugging and profiling. Labs aim to acquire practical skills of implementing simple individual tasks, emphasizing functionality and accuracy of implementations. Evaluation of coding style motivated by writing legible, understandable, and maintainable codes is also a part of the selected tasks.           B4B01DMA       Discrete Mathematics       Z,ZK       5         nt is course students meet some important topics from the field of discrete mathematics. Namely, they will explore divisibility and calculations modulo n, diophantine equations, binar relations, mappings, cardinality of sets, induction, and recurrence equations. The second aim of this course is to teach students the language of mathematics, both passively and actively, and introduce them to mathematics as science.       B4B33RPH       Solving Problems and other Games       KZ       6         The main motivation is to let students to deal with real-world problems properly. When working on real problems the student shall learn how to decompose the big problem, how to define interfaces, how to test and validate individual steps and so on. Many problem will actually be beyond the first-year-student shall. And many problem will not be solved in the optimal way. The unsolved parts should motivate the students to sudy difficul theoretical subjects. They should genenate the	B0B36PRP	Procedural Programming	Z,ZK	6
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For updated information see <u>http://bilakniha.cvut.cz/en/FF.html</u> Generated: day 2025-08-15, time 11:17.