

Interactive System Programming					
Course Code CIF61018	Student Workload 120 hours	Credits (according to ECTS) 6 (4.5 for theory and 1.5 for practical work)	Semester Sem. 5	Frequency each odd-semester	Duration 16 meetings
1	Types of courses <i>compulsory (study programme level)</i>	contact hours 84 hours	independent study 36 hours	class size 40 students	
2	Prerequisites for participation Have completed Web Programming course				
3	Learning outcomes IF-ILO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements. IF-ILO-7 Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-ILO-14 Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.				
4	Subject aims Students are able to see how the app interacts with the user. Students are able to engineer the application of various types of interaction between the user and the computer				
5	Teaching methods lectures, case study, class discussion, presentation				
6	Assessment methods assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
7	This module is used in the following degree programs as well				
8	Responsibility for module				
9	Other information				

1. Alex Sullivan. Reactive Programming with Kotlin. Razeware LLC, 2019
--