Basic information about the subject (independent of the cycle)

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| **Module name** | **AI Programming 1** |
| Erasmus code |  |
| ISCED code |  |
| Language of instruction | English |
| Website |  |
| Prerequisites | None. Introductory course. |
| ECTS points hour equivalents | Contact hours (work with an academic teacher): 30 Total number of hours with an academic teacher: 60 Non-contact hours (students' own work): 120  Total number of ECTS points for the module: 6 ECTS |
| Educational outcomes verification methods | Coding exam |
| Description | The course is intended as an introduction to basic concepts, issues and methods of programming of the LISP language, widely used in artificial intelligence. Depending on the students’ background and expectations, another programming language, Python, recently widely used to AI applications, may also be discussed.  Teaching areas are related to both the using the programming environment itself and its applications in solving simple practical problems, with particular focus on artificial intelligence. In all these areas so-called free software and professional English terminology will be used.  Subject contents:   * The language origins and specific features * Working with the language interpreter and using the IDE (Integrated Development Environment) * Basic symbolic data types * Basic arithmetic functions, nested functions * Basic operations on lists * Handling errors * Defining functions * Predicate functions, logical predicates * Conditional processing * Programming style: auxiliary functions, program debugging rules * Local and global variables * I / O operations * Review of basic iterative and recursive techniques of the language * Solving simple practical problems |
| Practice | None |