OBJECT-ORIENTED PROGRAMMING

ANNOTATION

TO THE CURRICULUM OF THE INSTITUTION OF HIGHER EDUCATION

SPECIALTY 1-53 01 02 AUTOMATED INFORMATION PROCESSING SYSTEMS

	Форма обучения		
	Очная	**Заочная**	**Заочная сокращенная**
Well	2	2	1
Semester	3	4	2
Lectures, hours	50	12	12
Laboratory classes, hours	34	8	8
Laboratory classes, hours			
Exam, semester	3	4	2
Coursework, semester	3	4	3
Contact work on training sessions, hours	84	20	20
Independent work, hours	132	196	196
Total hours per academic discipline / credit units	216/6	216/6	216/6

1. brief content of the academic discipline. the purpose of the discipline: mastering the paradigm and technology of object-oriented programming (oop) for their use in the process of professional activity.

2. learning outcomes

know:

- basic concepts and concepts of the object-oriented paradigm;

- means of implementing the principles of object-oriented programming;

be able to:

- apply in practice the basic methods of the object-oriented paradigm;

- develop program code using the principles of object-oriented programming;

own:

- skills for solving practical problems of object-oriented programming;

3. formed competencies: use the principles of object-oriented programming for computer simulation of real and conceptual systems.

4. requirements and forms of current and intermediate certification:

- carrying out defenses of laboratory works;

- carrying out defenses of term papers;

- conducting an exam.