

MOBILE APPLICATIONS FOR INFORMATION SYSTEMS
ANNOTATION
TO THE PROGRAM OF THE DISCIPLINE
Information systems and technologies specialty 6-05-0611-01
 (code and name of specialty)
Information systems and technologies in design and

	STUDY-MODE
	Full-time
Year	2
Semester	3
Lectures, hours	50
Laboratory classes, hours	34
In-class test (semester, hours)	-
Course project, semester	3
Exam, semester	3
Contact hours	84
Independent study, hours	132
Total course duration in hours / credit units	216/6

1. Course outline

The aim of the discipline is to master the paradigm and technology of object-oriented programming (OOP) for their use in the process of professional activity..

2 Course learning outcomes

The objectives of the academic discipline are: acquiring knowledge about the basic concepts and methods of object-oriented programming; studying the principles of design and operation of software systems based on objects; acquiring skills to work in integrated environments of modern object-oriented programming systems; mastering methods and means of developing complex software systems based on object-oriented programming technology.

As a result of mastering the discipline the student must

know basic concepts and concepts of the object-oriented paradigm; means of implementing the principles of object-oriented programming; features of constructing object-oriented systems; features of building programs in a high-level language;

be able to: apply in practice the basic methods of the object-oriented paradigm; develop program code using object-oriented programming principles; develop programs using modern object-oriented libraries;

to possess a skill: solving practical problems of object-oriented programming; working in a software development tool environment; methods and techniques for constructing object models of real entities and processes.

3 Competencies

Mastering this academic discipline must ensure the formation of the following competencies: possess the basics of research activity, search, analyse and synthesize information; be capable of self-development and improvement in professional activity; take initiative and adapt to changes in professional activity; apply fundamental methods and properties of object-oriented design and programming to develop design and software solutions to problems within the object-oriented paradigm.

4 Requirements and forms of midcourse evaluation and summative assessment

Defence of laboratory works – current, oral -written, exam – intermediate, oral -written