

# MOBILE APPLICATIONS FOR INFORMATION SYSTEMS

## ANNOTATION

### TO THE CURRICULUM OF THE DISCIPLINE

**Specialty** 6-05-0612-03 Information management systems

**Concentration** Automated information processing systems

	STUDY-MODE		
	Full-time	Correspondence	Part-time (Shortened-program)
<b>Year</b>	2	2	2
<b>Semester</b>	3	3	2
<b>Lectures, hours</b>	50	10	10
<b>Laboratory classes, hours</b>	34	8	8
<b>In-class test (semester, hours)</b>	-	-	-
<b>Course project, semester</b>	3	4	3
<b>Exam, semester</b>	3	3	2
<b>Contact hours</b>	84	18	18
<b>Independent study, hours</b>	132	198	198
<b>Total course duration in hours / credit units</b>	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:

- master the basics of research activities, search, analyze and synthesize information;
- have the skills of self-development and improvement in professional activities;
- take initiative and adapt to changes in professional activities;
- uses object-oriented programming principles for computer modeling of real and conceptual systems.

#### 4 Requirements and forms of midcourse evaluation and summative assessment

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