

**The name of the academic discipline:
“Programming Technologies”**

Specialty code and name	1- 26 03 01 Information Resource Management
Year of study	3
Semester of study	5
Number of in-class academic hours:	76
Lectures	38
Seminar classes	-
Practical classes	-
Laboratory classes	38
Form of the current assessment (<i>credit/ graded credit /exam</i>)	exam
Number of credit points	5
Competences	Mastering the academic discipline “Programming Technologies” should ensure the formation of specialized competence: developing algorithms and source codes for software applications used in the fields of economics and management.
<p style="text-align: center;">Summary of the academic discipline:</p> <p>Structural modular programming. Fundamentals of programming technology. Programming languages and systems. Basic elements of the C# programming language. Structured data types. Mechanisms for structuring programs.</p> <p>Object-oriented programming. Programming systems. The .Net Framework platform. Fundamentals of object-oriented programming. Inheritance. Polymorphism.</p> <p>Visual programming technologies. Applications with a graphical interface. Visual programming of Windows applications. Development of Windows.Forms applications. Prospects for the development of programming technologies.</p>	