**The name of the academic discipline:**

**“Digital Design Software”**

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| **Specialty code and name** | 1-40 01 01 Information Technology Software |
| **Year of study** | 4 |
| **Semester of study** | 7 |
| **Number of in-class academic hours:** | 44 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 24 |
| - |
| - |
| 20 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam |
| **Number of credit points** | 3 |
| **Competences** | Mastering the academic discipline "Digital Design Software" should ensure the formation of the following competencies: UC-1. Master the basics of research activities, search, analyze and synthesize information. UC-2. Solve standard tasks of professional activity based on the use of information and communication technologies. SC-28. Use tool environments for the design and synthesis of digital devices, applying the principles of analysis and calculation of circuit solutions. |
| **Summary of the academic discipline:**  The course "Digital Design Software" is aimed at developing basic knowledge in the field of designing digital devices and systems, knowledge of the main stages of automated design of digital devices and systems, including the preparation of design descriptions, functional and parametric modeling, logical and technological synthesis, implementation of digital devices and systems, studying tools for drawing up design descriptions of digital devices and systems, their modeling and synthesis, solving practical problems in creating functional and parametric models of digital devices and systems. | |