

**The name of the academic discipline:
«Programming in visualized environments»**

Code and name of specialty	6-05-0113-04 Physical and Mathematical Education (physics and informatics)
Training course	1
Semester of training	1
Number of class hours:	50
Lectures	14
Seminar classes	-
Practical classes	-
Laboratory classes	36
Form of current assessment (credit/differential credit/exam)	exam
Number of credits	3
Competencies to be formed	Mastering the discipline "Programming in Visualized Environments" should ensure the formation of basic professional competence: apply methods and technologies of algorithmization and programming for the implementation of the educational process.
Summary of the academic discipline:	
<p>"Programming in visualized environments" is an academic discipline that includes the following sections: 1. the basics of visual programming, 2. using the Visual Studio.Net visual programming environment with subsections: Introduction to the visual application development environment, Introduction to the visual application development environment, Functions converting text to numbers, using checkboxes and radio buttons, processing information in simple and combo boxes, creating menus and tabs, creating menus and tabs, changing properties at runtime.</p>	