**The name of the academic discipline:**

**“Systems and Technologies of Programming”**

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| **Specialty code and name** | 6-05-0113-04 Physical and Mathematical Education (Physics and Informatics) |
| **Year of study** | 2 |
| **Semester of study** | 3 |
| **Number of in-class academic hours:** | 50 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 20 |
| - |
| - |
| 30 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | Mastering the academic discipline “Systems and Technologies of Programming” should ensure the formation of basic professional competence: applying algorithmic methods in various programming environments, a system of knowledge and skills from educational robotics for the implementation of the educational process. |
| **Summary of the academic discipline:**  **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.  **Object-oriented programming.** Programming systems. The .Net Framework platform. Fundamentals of object-oriented programming. Inheritance. Polymorphism.  **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. | |