**The name of the academic discipline:**

**“Physics”**

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| **Specialty code and name** | 6-05-0612-01 Software Engineering |
| **Year of study** | 2 |
| **Semester of study** | 3 |
| **Number of in-class academic hours:** | 48 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 24 |
| - |
| 12 |
| 12 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | Apply basic concepts and laws of physics to study physical phenomena and processes. |
| **Summary of the academic discipline:**  Introduction.  Physical foundations of classical mechanics.  Fundamentals of molecular physics and thermodynamics.  Electricity and magnetism.  Electromagnetic oscillations and waves.  Wave and quantum optics.  Elements of atomic physics, quantum mechanics, solid state physics.  Elements of nuclear physics and nuclear physics. | |