**The name of the academic discipline:**

**“Software Design”**

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| **Specialty code and name** | 6-05-0612-01 Software Engineering |
| **Year of study** | 1/2 |
| **Semester of study** | 2/3 |
| **Number of in-class academic hours:** | 98 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 50 |
| - |
| - |
| 48 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit / exam |
| **Number of credit points** | 6 |
| **Competences** | Mastering the academic discipline “Software Design” should ensure the formation of basic professional competence: using formal methods of software design, assessing the complexity of algorithms and their practical implementation in the development of software products. |
| **Summary of the academic discipline:**  The course “Software Design” is focused on studying the features of instrumental systems. It presents a basic description of software creation procedures and describes the main elements of design. Modern design standards and typical tasks related to software design are considered. The course includes algorithms for planning and designing systems, design languages ​​used in application development, as well as software testing methodology. | |