**The name of the academic discipline:**

**“Mathematical programming”**

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| **Specialty code and name** | 6-05-0612-01 Software Engineering |
| **Year of study** | 2 |
| **Semester of study** | 4 |
| **Number of in-class academic hours:** | 52 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 26 |
| - |
| 26 |
| - |
| **Form of the current assessment (*credit/ graded credit /exam*)** | credit |
| **Number of credit points** | 3 |
| **Competences** | Mastering the academic discipline “Mathematical programming” should ensure the formation of specialized competencies: using methods and models of mathematical programming to solve optimization problems. |
| **Summary of the academic discipline:**  “Mathematical programming” is an academic discipline that includes the following sections: linear programming; duality in linear programming; special problems.  The purpose of the discipline “Mathematical programming” is to develop students' knowledge of linear and nonlinear programming methods, and to master algorithms for finding optimal solutions to extremal problems. When studying the course, the student becomes familiar with the content of the main classes of optimization problems and the main methods for solving mathematical optimization problems. | |