**The name of the academic discipline:**

**“Software Development for Mobile Platforms”**

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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:** | 58 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 34 |
| - |
| - |
| 24 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam |
| **Number of credit points** | 3 |
| **Competences** | Mastering the academic discipline “Development of software for mobile platforms” should ensure the formation of specialized competence: creating software applications based on modern mobile platforms. |
| **Summary of the academic discipline:**  The relevance of studying the discipline “Software Development for Mobile Platforms” is associated with dynamically developing information technologies for designing and programming mobile systems. The main goal of studying the discipline is to acquire knowledge in the field of innovative technologies and various ways of creating applications on the Android and iOS platforms, as well as skills in developing these applications. This discipline is aimed at studying cross-platform development on Flutter, acquiring skills in developing a user interface for applications, familiarization with types of applications, acquiring skills in working with databases in Android and iOS. | |