IEU
INTERNATIONAL EUROPEAN UNIVERSITY

ANNOTATION

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BUSINESS ARS EST

EUROPEAN SCHOOL OF BUSINESS

Desktop application development
EP « Software Engineering »

2024

ANNOTATION

1	Course and educational program name

Desktop application development (elective discipline)
EP « Software Engineering »

2	Course description

The subject of study of the academic discipline "Desktop Application Development" is modern and effective principles of design, development and testing of software that operates on desktop computers and local systems, development of application architecture, graphical interfaces, integration with databases and ensuring performance and security.

3	Study prerequisites

The academic discipline is related to the disciplines "Software Architecture and Design", "Databases", "Algorithms and Data Structures", "Object-Oriented Programming", "Fundamentals of Software Engineering", "Methods and Tools of Computer Technologies", "Software Design", "Program and Data Security".

3	Department

Department of Information Technology

4	Course objectives

The purpose of teaching the academic discipline "Development of Desktop Applications" is to provide students with thorough theoretical training, knowledge of basic methodological principles, and familiarization with the software tools used in building desktop programs, as well as practical skills in working with modern tools for developing, debugging, and testing such applications..
PLO6. Ability to select and use the appropriate software development methodology.

5	The role of academic discipline in achieving Program learning outcomes (PLO)

PLO3. To know basic processes, phases and iterations of the software life cycle
PLO4. To know and apply professional standards and other regulatory documents in the software engineering sector
PLO6. Ability to select and use the appropriate software development methodology
PLO8. To be able to develop a human-machine interface
PLO9. To know and be able to use methods and tools for collecting, formulating and analyzing software requirements
PLO10. To conduct a pre-project examination of the subject area and the system analysis of the design object
PLO14. To apply instrumental software tools for domain analysis, design, testing, visualization, measurement and documentation in practice
PLO15. To be motivated in selecting programming languages and development technologies to solve problems of creating and maintaining software.
PLO19. To know and be able to apply software verification and validation methods.