

ANNOTATION

INTERNATIONAL EUROPEAN UNIVERSITY



EUROPEAN SCHOOL OF BUSINESS

E-commerce software systems
EP « Software Engineering »

2024



ANNOTATION



1 Course and educational program name

E-commerce software systems (elective discipline)
EP « Software Engineering »

2 Course description

The subject of study of the academic discipline "E-commerce Software Systems" is the development of software system architecture, integration of payment services, data protection, automation of business processes, implementation and management of software solutions to support online sales, customer service and doing business in a digital environment.

3 Study prerequisites

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

3 Department

Department of Information Technology



4 Course objectives

The purpose of teaching the academic discipline " E-Commerce Software Systems " is to provide students with theoretical and engineering training in the field of developing and implementing software solutions for automating business processes in the field of e-commerce, knowledge of the methodological principles of building such systems, as well as practical skills in working with modern software tools for creating, integrating and managing online platforms and services.

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

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.