

DISCIPLINE DESCRIPTION

“Fundamentals of Software Engineering”

1	Specialized module	Fundamentals of Software Engineering
2	Specialty	1-26 03 01 Information Resources Management 1-28 01 02 E-marketing
3	Course of Study	1
4	Semester	2
5	Credit units	3
6	Degree, title, full name	PhD in Engineering Sciences, Associate Professor Serebryanaya L.
7	Objectives	Acknowledgement with the basics of software engineering disciplines. Development of skills in the field of software development technologies.
8	Prerequisites	Software tool, development technology
9	Syllabus	Life cycle of software tools, general principles of software development management, methods of planning and managing software projects, types of software requirements. Principles of software engineering and software development process. Software development management Methods of planning and managing software projects and their resources. Software requirements. The basics of architectural and modular software design. Effective methods and tools for developing software for information systems.
10	References	Orlov, S.A. Software engineering: textbook / S. A. Orlov. - 5th ed., Updated. and add. - St. Petersburg: Peter, 2017 .-- 640 p. Maran, M.M. Software engineering: Textbook / M.M. Maran.- SPb .: Lan, 2018 .-- 196 p. 6. Orlov, S.A. Software engineering. Software development technologies. Third generation standard: Textbook / S.A. Orlov. - SPb .: Peter, 2019 .-- 224 p. Trusov, B.G. Software engineering: Textbook / B.G. Trusov. - M .: Academy, 2018 .-- 240 p. Choshanov, M.A. Engineering of teaching technologies / M.A.Choshanov. - M .: Binom, 2015 .-- 239 p.
11	Teaching Methods	Explanatory-illustrative, reproductive, partial-research, comparative, problematic, dialogue-heuristic, research, generalizing, analytical.
12	Tuition Language	Russian