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| Discipline „programming systems - project”, code: 32a |
| Annotation: The course project aims to deepen students' knowledge of the basic methods and tools for building different types of Programming Systems (PSs). The project. Students perform a job, a module that implements a specific WINDOWS application. The development task includes exploring the basic algorithms required for task assignment, interface design, program implementation and its testing. The project deepens the knowledge of the instrumental and programming tools for the creation of complex applications (DLL, COM, MFC, ATL, ActiveX and ODBC-interface), discussed theoretically in the previous discipline "Programming Systems". |
| Main issues of the syllabus content:* Development of window applications with business and administrative application areas
* Development of window applications in the field of education
* Development of game applications
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