

The "Computer Engineering" Specialty

Provides the students with the retraining to professionally solve the problems of design, development and support of software, as well as computer systems and networks.

Graduates will be able to solve the following tasks:

- design and programming of computers and computer systems for universal and special purposes, including mobile devices, the Internet, cyber physical systems, the Internet of Things (IoT);
- development and use of information technologies and systems;
- adjustment and operation of software and hardware of computers and computer systems of universal and special purpose;
- development and use of high-performance, mobile, web-oriented, cloud, energy efficient, safe, adaptive, intelligent, intelligent technologies and software and hardware

Curriculum

№	Name of units and disciplines	Total hours	Including				Form of control
			Lectures	Name and surname of a teacher	Practical lessons	Name and surname of a teacher	
Compulsory part							
1	Programming	48	18		36		Exam-2
2	Computer logic, electronics and circuitry	48	15		31		Exam-2
3	Security and protection of computer systems	32	10		20		Exam-2
4	System software	56	15		31		Exam-2
5	Computer systems and networks	32	10		20		Exam-2
6	Software systems design technology	32	10		20		Exam-2
7	Computer network programming	24	8		14		Exam-2
Elective part							
8	Object-oriented programming technologies	32	10		20		Credit-2
9	Business organization in the field of information technology	24	8		14		Credit-2
10	Employment technology	12	4		8		
11	Comprehensive exam	10					Exam-10
Total hours		350	108		214		28

The Graduate's Area of Activity

Activities in the field of programming in the most advanced programming languages (C ++, C #, Python, SQL, Java, Perl, etc.). Programming for such operating systems as Windows, Linux, Android, iOS. Programming of computer systems and networks, specialized computer tools both on the basis of co-working and on the basis of freelance.