**Software engineering (ECTS 6)**

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**Language: the course is offered in Serbian and Hungarian**

**Course description:**

The course covers the following topics: Principles of Software Engineering. Areas and Definitions of Software Engineering. History of Software Engineering. Complexity of software. Engineering requires. Software product. Software product design. Software engineering activities. Models of software processes. Overview of existing models. The waterfall model. V-model. Iterative incremental model. Evolutive (prototype) model. Spiral model. Agile methodologies. Extreme Programming (XP). SCRUM method. Exercise through examples and assignments of material transferred to lectures. Specific program elements covering theoretical areas.

**Aims:**

The aims of the course are the following: Mastering basic knowledge in the field of software design and information system design. Training students for the application of different methodological approaches in software design. Realization of 3D applications. Upon completion of the course, the student is trained to independently implement complex software solutions. Students master the basics of professional development of software and design of information systems.