

ABSTRACTS

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METHODOLOGICAL ASPECTS OF TEACHING THE DISCIPLINE «SOFTWARE ENGINEERING» TO STUDENTS OF COMPUTER SCIENCE

Formation of students' awareness of the social significance of their future profession, of their motivation for professional knowledge, understanding and mastering the basic concepts and the content of software engineering as a methodology for the design of industrial software applications is one of the most important tasks of the subject «Software Engineering». This article describes the methodological aspects of teaching students studying the discipline «System Sciences and Cybernetics».

The recommendations for setting the educational and methodical complex for the discipline «Software Engineering» are presented. The semantic content of the theoretical course for a specified discipline and recommended forms of lectures are given. Taking into account the fact that the discipline and its relations to the practical needs of customers are highly dynamic due to the specifics of the subject based on modern information systems and technologies of their construction, special attention is paid to the description of methods of laboratory studies in the course.

Key words: software engineering, laboratory work, lectures, software engineering, software, standard, form of study, SWEBOOK.