



## Teaching Guide

Identifying Data					2022/23
Subject (*)	Enxeñaría do Software	Code	614455103		
Study programme	Mestrado Universitario en Enxeñaría Matemática				
Descriptors					
Cycle	Period	Year	Type	Credits	
Official Master's Degree	1st four-month period	Second	Obligatory	3	
Language	Spanish				
Teaching method	Face-to-face				
Prerequisites					
Department	Computación Matemáticas				
Coordinador		E-mail			
Lecturers		E-mail			
Web	<a href="http://www.usc.es/gl/centros/maticas/materia.html?materia=75444&amp;ano=64&amp;idioma=1">www.usc.es/gl/centros/maticas/materia.html?materia=75444&amp;ano=64&amp;idioma=1</a>				
General description	There are three main goals in this subject: (i) basic understanding of the main software development paradigms; (ii) study of the object oriented paradigm (OO), and (iii) capacity to put the OO in practice.				

## Study programme competences

Code	Study programme competences

## Learning outcomes

Learning outcomes	Study programme competences

## Contents

Topic	Sub-topic

## Planning

Methodologies / tests	Competencies	Ordinary class hours	Student's personal work hours	Total hours
Personalized attention		0		0

(\*)The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

## Methodologies

Methodologies	Description

## Personalized attention

Methodologies	Description

## Assessment

Methodologies	Competencies	Description	Qualification

## Assessment comments

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## Sources of information

Basic
Complementary



Recommendations
Subjects that it is recommended to have taken before
Subjects that are recommended to be taken simultaneously
Subjects that continue the syllabus
Other comments

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