



Teaching Guide

Identifying Data					2023/24
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	www.usc.es/gl/centros/maticas/materia.html?materia=75444&ano=64&idioma=1				
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 / results

Code	Study programme competences / results

Learning outcomes

Learning outcomes	Study programme competences / results

Contents

Topic	Sub-topic

Planning

Methodologies / tests	Competencies / Results	Teaching hours (in-person & virtual)	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 / Results	Description	Qualification

Assessment comments

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Sources of information

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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

(*)The teaching guide is the document in which the URV publishes the information about all its courses. It is a public document and cannot be modified. Only in exceptional cases can it be revised by the competent agent or duly revised so that it is in line with current legislation.