



## Postgraduate Certificate Desktop Applications Development

» Modality: online

» Duration: 2 months

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

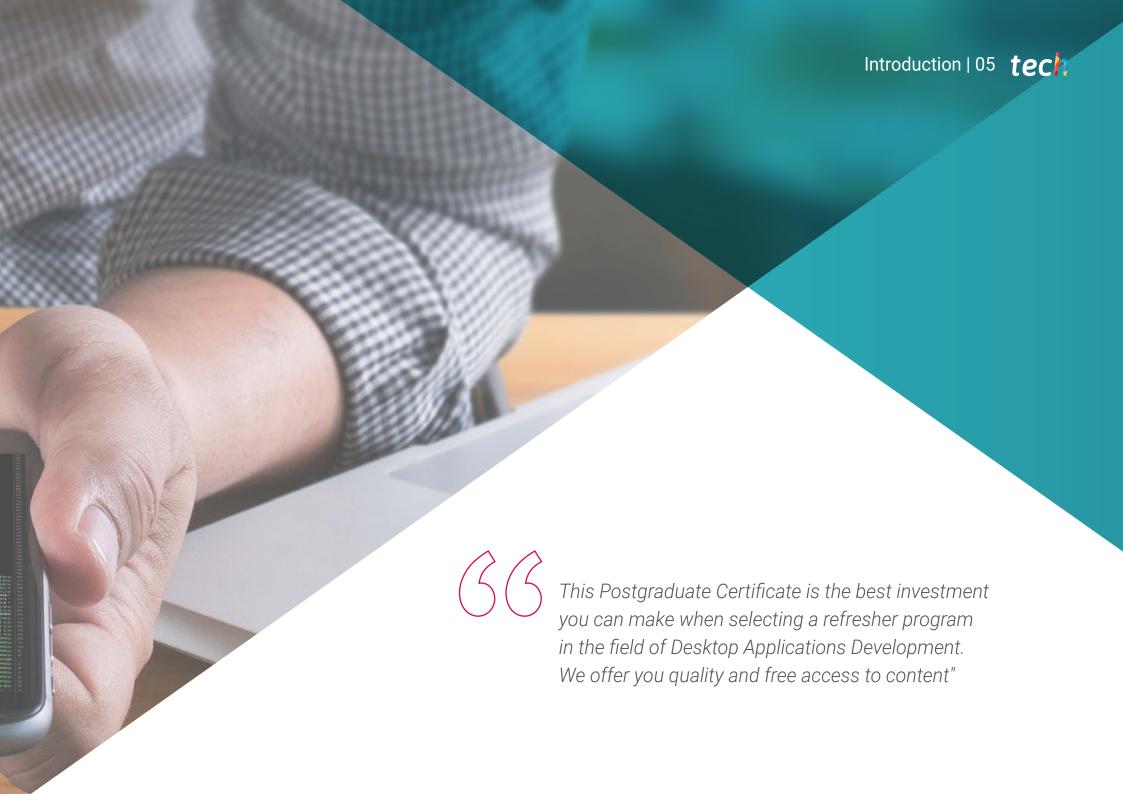
» Exams: online

We bsite: www.techtitute.com/in/information-technology/postgraduate-certificate/desktop-applications-development

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## tech 06 | Introduction

This comprehensive program in Desktop Applications Development will allow professionals in the IT industry to deepen their understanding and learn about the processes of management and monitoring of quality and secure software that meets the predefined requirements.

Throughout these months of studying, the student will learn the basic concepts, services and tools of the Google Clouds platform, as well as the methodologies and processes to ensure security during the development and delivery of services in the Cloud.

With this program, the student will have access to the most advanced teaching resources and will have the opportunity to study a program that brings together the most in-depth knowledge in the field. A group of highly scientifically qualified professors with extensive international experience will provide students with the most complete and up-to-date information on the latest advances and techniques in Software and Computer Systems Engineering.

The syllabus covers the main current topics in Software and Computer Systems Engineering in such a way that whoever masters them will be prepared to work in this field. Therefore, it is not just another diploma in your backpack, but a real learning tool to approach the topics of the specialty in a modern, objective way and with the ability to make a judgment based on today's most cutting-edge information.

It should be noted that since this is a 100% online Postgraduate Certificate, the student is not conditioned by fixed schedules or the need to move to another physical location, but can access the contents at any time of the day, balancing their work or personal life with their academic life.

This **Postgraduate Certificate in Desktop Applications Development** contains the most complete and up-to-date educational program on the market. The most important features include:

- The development of case studies presented by experts in Desktop Applications
  Development
- The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the disciplines that are essential for professional development
- Practical exercises where self-assessment can be used to improve learning
- Special emphasis on innovative methodologies Desktop Applications Development
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



Learn to design, evaluate and manage software engineering projects thanks to this high-quality program"



Specialize in computer systems with the help of professionals with extensive experience in the sector"

The program includes in its teaching staff professionals from the field Desktop Applications Development, who contribute the experience of their work to this program, as well as renowned specialists from leading societies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive learning programmed to train in real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the professional will be assisted by an innovative interactive video system developed by renowned and experienced experts for Desktop Applications Development.

This program comes with the best educational material, providing you with a contextual approach that will facilitate your learning.

This 100% online Postgraduate Certificate will allow you to combine your studies with your professional work. You choose where and when to study.







## tech 10 | Objectives

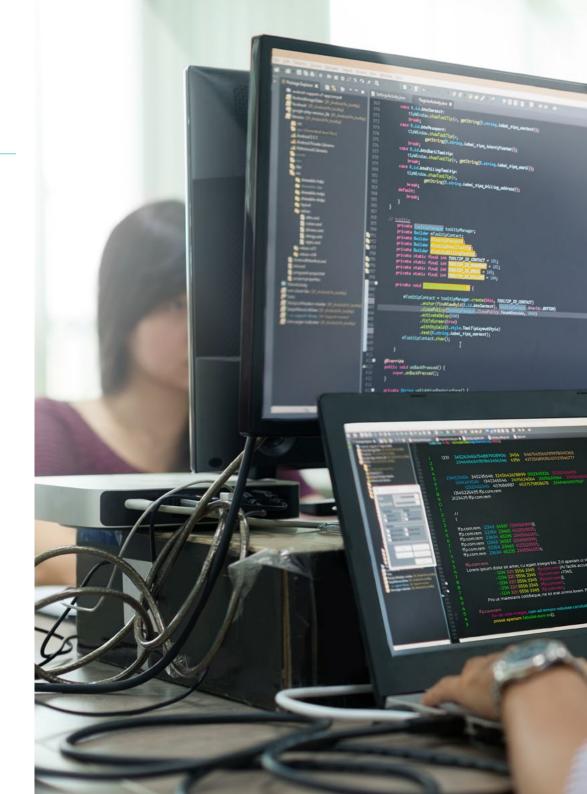


## **General Objectives**

- Acquire new knowledge in Software and Computer Systems Engineering
- Acquire new skills in terms of new technologies and the latest software developments
- Process the data generated in Software and Computer Systems Engineering activities



Join us and we will help you achieve professional excellence"

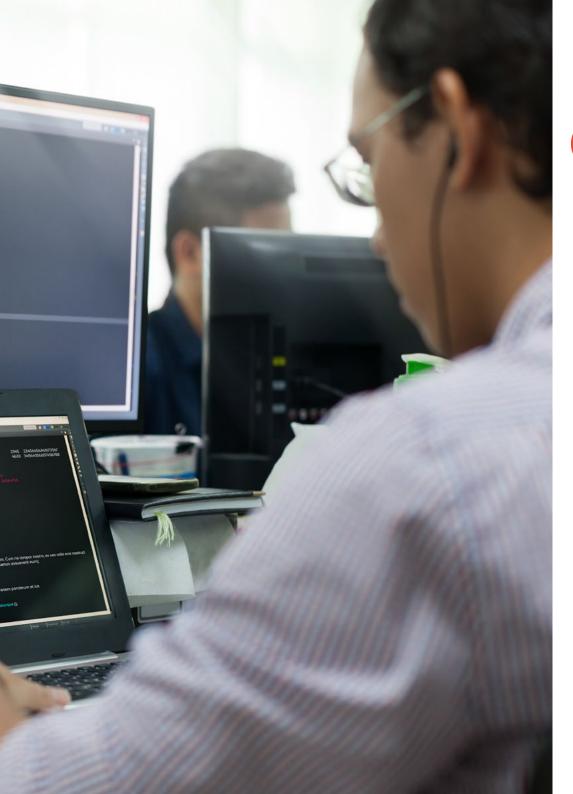




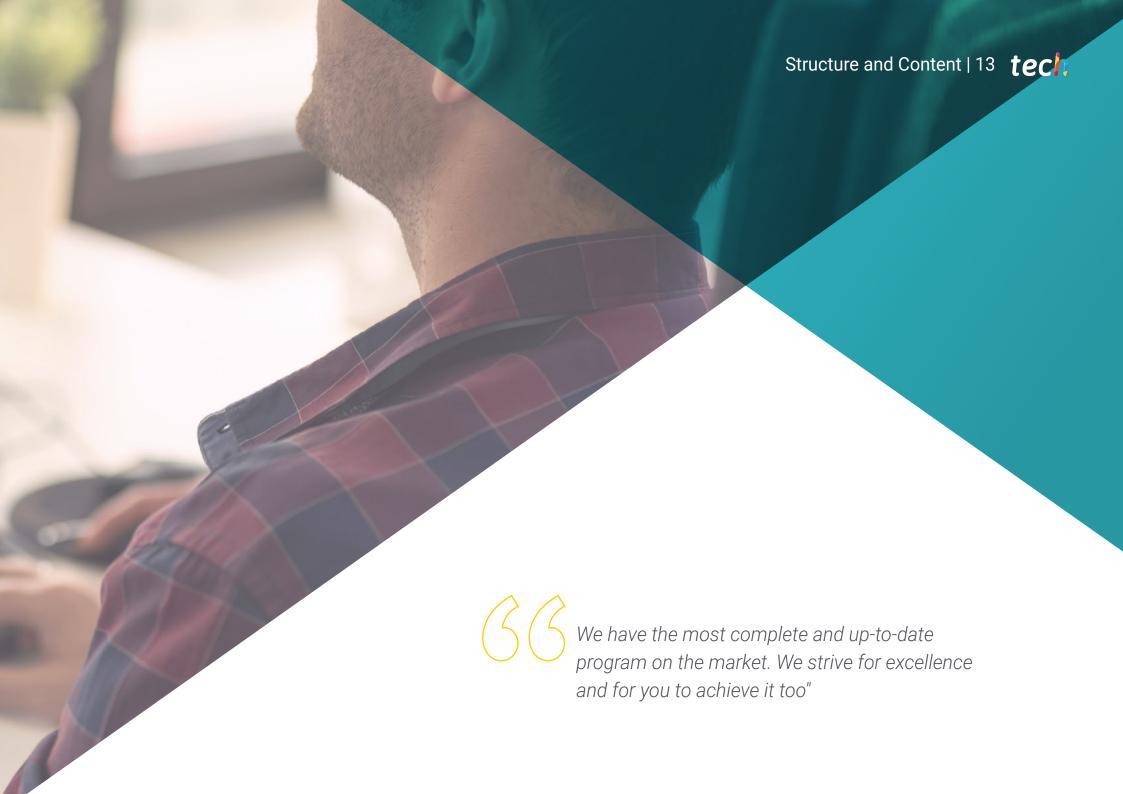


## **Specific Objectives**

- Understand the different software development platforms
- Acquire the necessary knowledge for the development of applications and graphical interfaces in Java and .NET languages
- Know the techniques required for the debugging and testing of the developments made
- Learn Android mobile application development environments and debugging and publishing processes
- Understand cloud-based application development and determine the correct procedures for its implementation
- Master the basic concepts, services and tools of the Google Clouds platform
- Understand software security issues, vulnerabilities and how they are classified
- Know the design principles, methodologies and standards in software security
- Understand the application of security in the different phases of the software life cycle
- Acquire the knowledge required for the safe coding of software and the evaluation techniques
- Understand the methodologies and processes to guarantee security during the development and delivery of cloud services
- Understand the basics of cryptology and the different encryption techniques currently available







## tech 14 | Structure and Content

## **Module 1.** Software Development Platforms

- 1.1. Introduction to Application Development
  - 1.1.1. Desktop Applications
  - 1.1.2. Programming Language
  - 1.1.3. Integrated Development Environments
  - 1.1.4. Web Applications
  - 1.1.5. Mobile Applications
  - 1.1.6. Cloud Applications
- 1.2. Application Development and Graphical User Interface in Java
  - 1.2.1. Integrated Development Environments for Java
  - 1.2.2. Main IDE for Java
  - 1.2.3. Introduction to the Eclipse Development Platform
  - 1.2.4. Introduction to the NetBeans Development Platform
  - 1.2.5. Controller View Model for Graphical User Interfaces
  - 1.2.6. Design a Graphical Interface in Eclipse
  - 1.2.7. Design a Graphical Interface in NetBeans
- 1.3. Debugging and Testing in Java
  - 1.3.1. Testing and Debugging of Java programs
  - 1.3.2. Debugging in Eclipse
  - 1.3.3. Debugging in NetBeans
- 1.4. Application Development and Graphical User Interface in. NET
  - 1.4.1. Net Framework
  - 1.4.2. Components of the .NET Development Platform
  - 1.4.3. Visual Studio .NET
  - 1.4.4. .NET tools for GUI
  - 1.4.5. The GUI with Windows Presentation Foundation
  - 1.4.6. Debugging and Compiling a WPF Application
- 1.5. Programming for .NET Networks
  - 1.5.1. Introduction to .NET Network Programming
  - 1.5.2. Requests and Responses in .NET
  - 1.5.3. Use of Application Protocols in .NET
  - 1.5.4. Security in .NET Network Programming

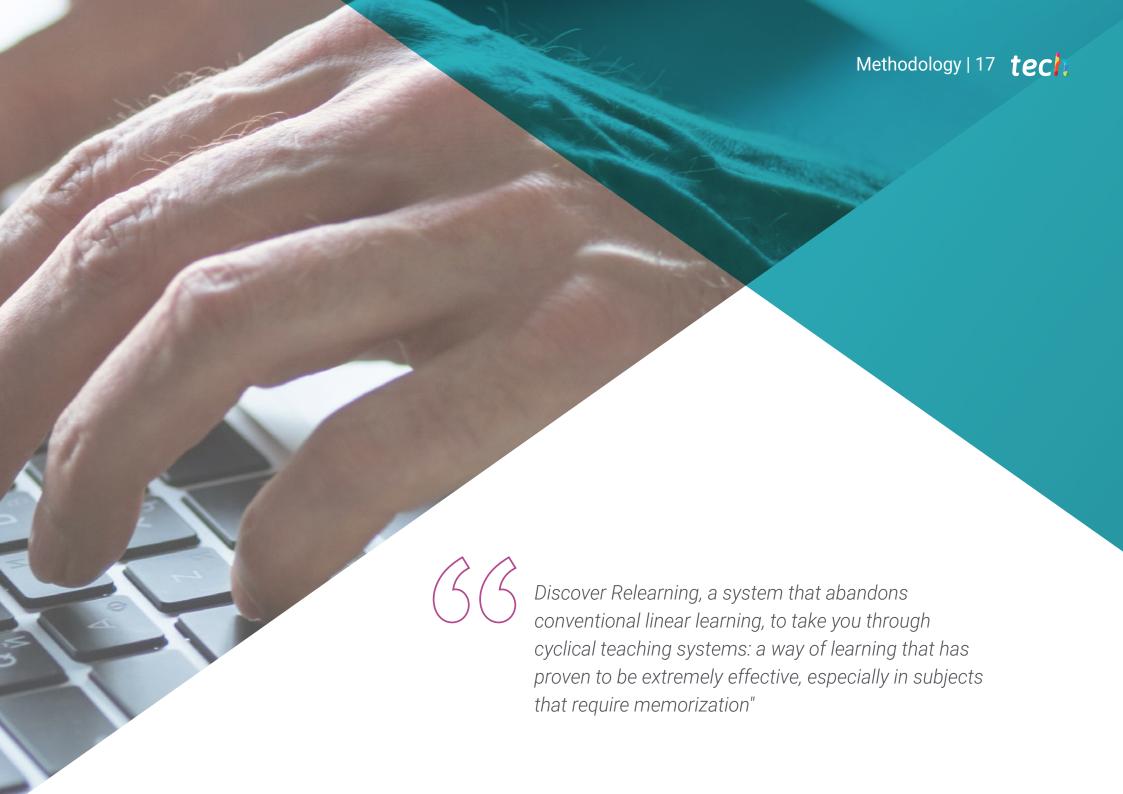
- 1.6. Mobile Application Development Environments
  - 1.6.1. Mobile Applications
  - 1.6.2. Android Mobile Applications
  - 1.6.3. Steps for Development in Android
  - 1.6.4. The IDE Android Studio
- 1.7. Development of Applications in the Environment Android Studio
  - 1.7.1. Install and Start Android Studio
  - 1.7.2. Running an Android Application
  - 1.7.3. Development of the Graphic Interface in Android Studio
  - 1.7.4. Starting Activities in Android Studio
- 1.8. Debugging and Publishing of Android Applications
  - 1.8.1. Debugging an Application in Android Studio
  - 1.8.2. Memorizing Applications in Android Studio
  - 1.8.3. Publishing an Application on Google Play
- 1.9. Cloud Application Development
  - 1.9.1. Cloud Computing
  - 1.9.2. Cloud Levels: SaaS, PaaS, laaS
  - 1.9.3. Main Development Platforms in the Cloud
  - 1.9.4. Bibliographical References
- 1.10. Introduction to Google Cloud Platform
  - 1.10.1. Basic Concepts of Google Cloud Platform
  - 1.10.2. Google Cloud Platform Services
  - 1.10.3. Tools in Google Cloud Platform

## Module 2. Software Security

- 2.1. Problems of the Software Security
  - 2.1.1. Introduction to the Problem of Software Safety
  - 2.1.2. Vulnerabilities and their Classification
  - 2.1.3. Secure Software Properties
  - 2.1.4. References
- 2.2. Software Safety Design Principles
  - 2.2.1. Introduction
  - 2.2.2. Software Safety Design Principles
  - 2.2.3. Types of S-SDLC
  - 2.2.4. Software Safety in S-SDLC Phases
  - 2.2.5. Methodologies and Standards
  - 2.2.6. References
- 2.3. Software Lifecycle Safety in the Requirements and Design Phases
  - 2.3.1. Introduction
  - 2.3.2. Attack Modeling
  - 2.3.3. Cases of Abuse
  - 2.3.4. Safety Requirements Engineering
  - 2.3.5. Risk Analysis Architectural
  - 2.3.6. Design Patterns
  - 2.3.7. References
- 2.4. Software Lifecycle Safety in the Coding, Testing and Operation Phases
  - 2.4.1. Introduction
  - 2.4.2. Risk-Based Safety Testing
  - 2.4.3. Code Review
  - 2.4.4. Penetration Test
  - 2.4.5. Security Operations
  - 2.4.6. External Review
  - 2.4.7. References

- 2.5. Secure Coding Applications I
  - 2.5.1. Introduction
  - 2.5.2. Secure Coding Practices
  - 2.5.3. Manipulation and Validation of Inputs
  - 2.5.4. Memory Overflow
  - 2.5.5. References
- 2.6. Secure Coding Applications II
  - 2.6.1. Introduction
  - 2.6.2. Integers Overflows, Truncation Errors and Problems with Type Conversions between Integers
  - 2.6.3. Errors and Exceptions
  - 2.6.4. Privacy and Confidentiality
  - 2.6.5. Privileged Programs
  - 2.6.6. References
- 2.7. Development and Cloud Security
  - 2.7.1. Safety in Development; Methodology and Practice
  - 2.7.2. PaaS. laaS. CaaS and SaaS Models
  - 2.7.3. Security in the Cloud and for Cloud Services
- 2.8. Encryption
  - 2.8.1. Fundamentals of Cryptology
  - 2.8.2. Symmetric and Asymmetric Encryption
  - 2.8.3. Encryption at Rest and in Transit
- 2.9. Security Automation and Orchestration (SOAR)
  - 2.9.1. Complexity of Manual Processing; Need to Automate Tasks
  - 2.9.2. Products and Services
  - 2.9.3. SOAR Architecture
- 2.10. Telework Safety
  - 2.10.1. Need and Scenarios
  - 2.10.2. Products and Services
  - 2.10.3. Telework Safety





## tech 18 | Methodology

## Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

## A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method has been the most widely used learning system among the world's leading Information Technology schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the course, students will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



## Relearning Methodology

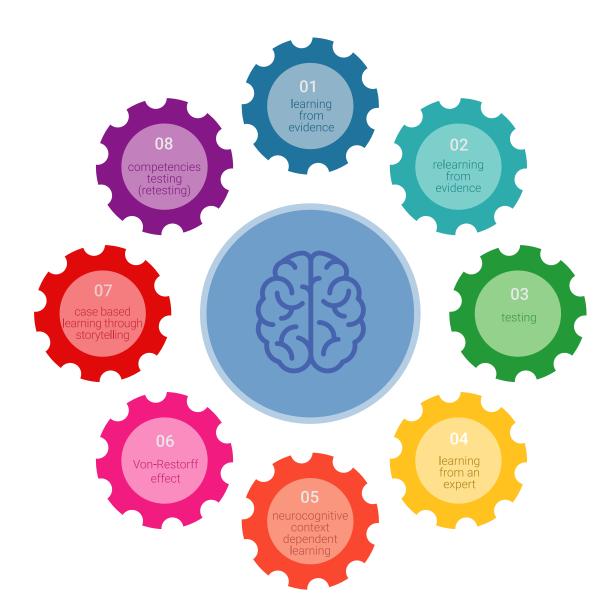
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



## Methodology | 21 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

## This program offers the best educational material, prepared with professionals in mind:



## **Study Material**

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



### **Classes**

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



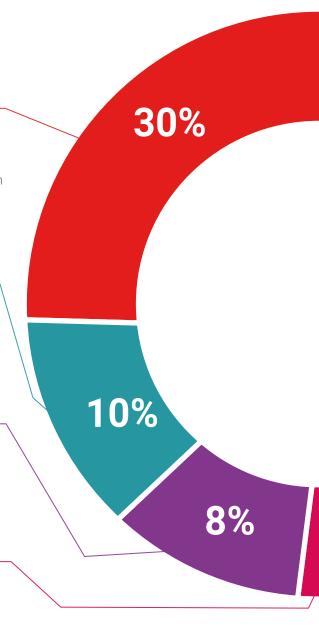
## **Practising Skills and Abilities**

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



## **Additional Reading**

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



## **Interactive Summaries**

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

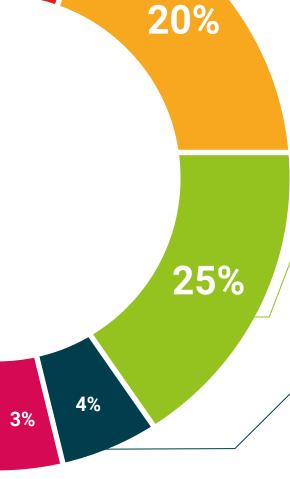


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

## **Testing & Retesting**

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We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.







## tech 28 | Certificate

This Postgraduate Certificate in Desktop Applications Development contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: Postgraduate Certificate in Desktop Applications Development Official N° of Hours: **300 h**.



health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning



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