

Postgraduate Diploma Software Development for Desktop Applications



Postgraduate Diploma Software Development for Desktop Applications

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/information-technology/postgraduate-diploma/postgraduate-diploma-software-development-desktop-applications

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01

Introduction

This program specializes students in Software Development for Desktop Applications, with the aim of providing them with the knowledge and tools required for the design and development of complex systems which provide the answer to established problems.

Throughout these months of studying, the student will delve into the basics of Software engineering, as well as the set of rules or ethical principles involved and the professional responsibility during and after development, as well as the fundamental concepts of project management and the project management life cycle.





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

The main objective of this program is that the student gains the ability to incorporate substantial qualitative improvements, providing new solutions to specific problems that arise in Software development.

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 as this is a 100% online Postgraduate Diploma, 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.

If they want to differentiate themselves from others and be capable of designing complex systems engineering projects, this is the program for them.

This **Postgraduate Diploma in Software Development for Desktop Applications** 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 Software Development for Desktop Applications
- ◆ 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 in Software Development for Desktop Applications
- ◆ 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



Completing this Postgraduate Diploma will place Software and computer systems engineering professionals at the forefront of the latest developments in the sector"

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This Postgraduate Diploma is the best investment you can make when selecting a refresher program in the field of Software Development for Desktop Applications. We offer you quality and free access to content"

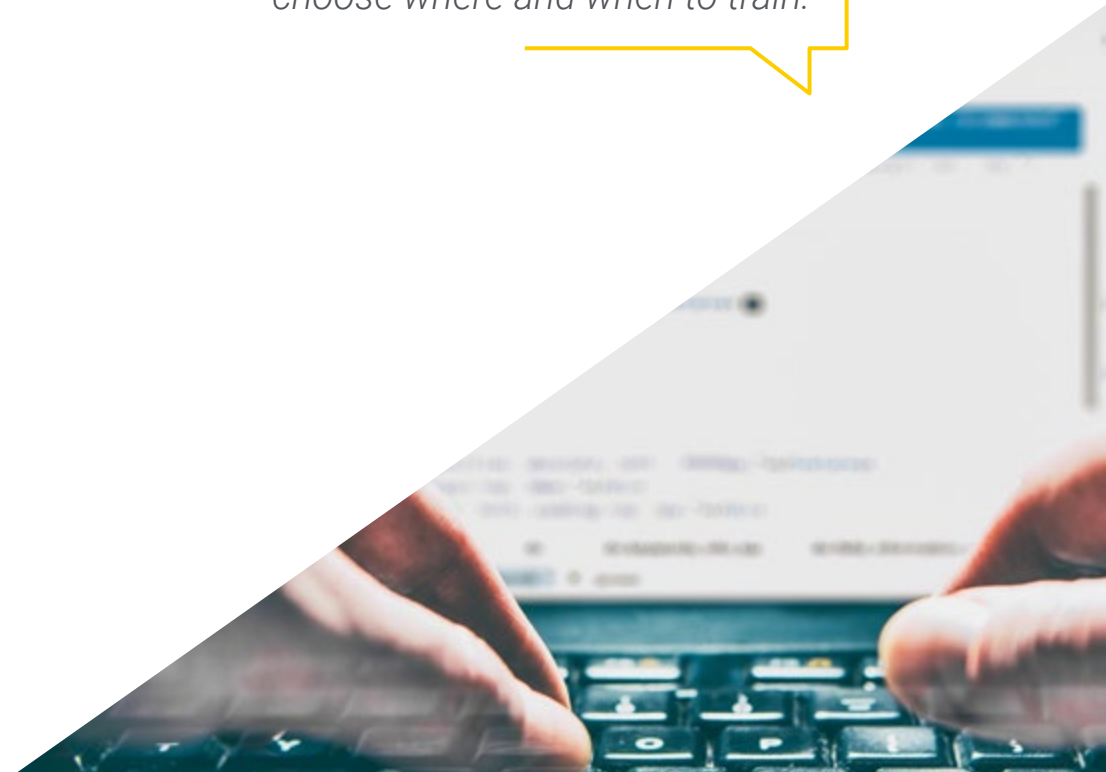
The program includes in its teaching staff professionals from the field of Software Development for Desktop Applications, who contribute the experience of their work to this program, as well as renowned specialists from leading societies and prestigious universities.

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 learn 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 Software Development for Desktop Applications.

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

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



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Our goal is for you to become the best professional in your sector. And for this we have the best methodology and content"



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



Improving your skills in the field of Software Development for Desktop Applications will allow you to be more competitive. Continue your studies and give your career a boost"





Specific Objectives

Module 1. Methodologies, Development and Quality in Software Engineering

- ◆ Know the basics of Software Engineering, as well as the set of rules or ethical principles and professional responsibility during and after development
- ◆ Understand the Software development process, under the different programming models and the object-oriented programming paradigm
- ◆ Understand the different types of application modeling and design patterns in the Unified Modeling Language (UML)
- ◆ Acquire the knowledge required for the correct application of agile methodologies in Software development such as Scrum, among others
- ◆ Know the Lean development methodology to identify the activities that do not add value to the process, in order to obtain a higher quality Software

Module 2. Software Project Management

- ◆ Know the fundamental concepts of project management and the project management life cycle
- ◆ Understand the different stages of project management such as initiation, planning, stakeholder management and scoping
- ◆ Learn schedule development for time management, budget development and risk response
- ◆ Understand how quality management works in projects, including planning, assurance, control, statistical concepts and available tools
- ◆ Understand the functioning of the processes of procurement, execution, monitoring, control and closure of a project
- ◆ Acquire the essential knowledge related to the professional responsibility derived from project management

Module 3. Software Development Platforms

- ◆ 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

03

Structure and Content

The structure of the contents has been designed by the best professionals in the sector, with extensive experience and recognized prestige in the profession, and aware of the benefits that the latest educational technology can bring to higher education.





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We have the most complete and up-to-date scientific program on the market. We strive for excellence and for you to achieve it too"

Module 1. Methodologies, Development and Quality in Software Engineering

- 1.1. Introduction to Software Engineering
 - 1.1.1. Introduction
 - 1.1.2. The Software Crisis
 - 1.1.3. Differences between Software Engineering and Computer Science
 - 1.1.4. Ethics and Professional Responsibility in Software Engineering
 - 1.1.5. Software Factories
- 1.2. The Software Development Process
 - 1.2.1. Definition
 - 1.2.2. Software Process Model
 - 1.2.3. The Unified Software Development Process
- 1.3. Object-Oriented Software Development
 - 1.3.1. Introduction
 - 1.3.2. Principles of Object Orientation
 - 1.3.3. Object Definition
 - 1.3.4. Class Definition
 - 1.3.5. Object-Oriented Analysis vs. Object-Oriented Design
- 1.4. Model-Based Software Development
 - 1.4.1. The Need to Model
 - 1.4.2. Software Systems Modeling
 - 1.4.3. Object Modeling
 - 1.4.4. UML
 - 1.4.5. CASE Tools
- 1.5. Application Modeling and Design Patterns with UML
 - 1.5.1. Advanced Requirements Modeling
 - 1.5.2. Advanced Static Modeling
 - 1.5.3. Advanced Dynamic Modeling
 - 1.5.4. Component Modeling
 - 1.5.5. Introduction to Design Patterns with UML
 - 1.5.6. Adapter
 - 1.5.7. Factory
 - 1.5.8. Singleton
 - 1.5.9. Strategy
 - 1.5.10. Composite
 - 1.5.11. Facade
 - 1.5.12. Observer
- 1.6. Model-Driven Engineering
 - 1.6.1. Introduction
 - 1.6.2. Metamodeling of Systems
 - 1.6.3. MDA
 - 1.6.4. DSL
 - 1.6.5. Model Refinements with OCL
 - 1.6.6. Model Transformations
- 1.7. Ontologies in Software Engineering
 - 1.7.1. Introduction
 - 1.7.2. Ontology Engineering
 - 1.7.3. Application of Ontologies in Software Engineering
- 1.8. Agile Methodologies for Software Development, Scrum
 - 1.8.1. What is Software Agility?
 - 1.8.2. The Agile Manifesto
 - 1.8.3. The Roadmap of an Agile Project
 - 1.8.4. The Product Owner
 - 1.8.5. User Stories
 - 1.8.6. Agile Planning and Estimating
 - 1.8.7. Measurements in Agile Development
 - 1.8.8. Introduction to Scrum
 - 1.8.9. The Roles
 - 1.8.10. The Product Backlog
 - 1.8.11. The Sprint
 - 1.8.12. Meetings

- 1.9. Lean Software Development Methodology
 - 1.9.1. Introduction
 - 1.9.2. Kanban
- 1.10. Quality and Software Process Improvement
 - 1.10.1. Introduction
 - 1.10.2. Software Measurement
 - 1.10.3. Software Testing
 - 1.10.4. Software Processes Quality Model: CMMI

Module 2. Software Project Management

- 2.1. Fundamental Concepts of Project Management and the Project Management Lifecycle
 - 2.1.1. What is a Project?
 - 2.1.2. Common Methodology
 - 2.1.3. What is Project Management?
 - 2.1.4. What is a Project Plan?
 - 2.1.5. Benefits
 - 2.1.6. Project Life Cycle
 - 2.1.7. Process Groups or Project Management Life Cycle
 - 2.1.8. The Relationship between Process Groups and Knowledge Areas
 - 2.1.9. Relationships between Product and Project Life Cycle
- 2.2. Start-Up and Planning
 - 2.2.1. From the Idea to the Project
 - 2.2.2. Development of the Project Record
 - 2.2.3. Project Kick-Off Meeting
 - 2.2.4. Tasks, Knowledge and Skills in the Startup Process
 - 2.2.5. The Project Plan
 - 2.2.6. Development of the Basic Plan. Steps
 - 2.2.7. Tasks, Knowledge and Skills in the Planning Process
- 2.3. Stakeholders and Outreach Management
 - 2.3.1. Identify Stakeholders
 - 2.3.2. Develop Plan for Stakeholder Management
 - 2.3.3. Manage Stakeholder Engagement
 - 2.3.4. Control Stakeholder Engagement
 - 2.3.5. The Objective of the Project
 - 2.3.6. Scope Management and its Plan
 - 2.3.7. Gathering Requirements
 - 2.3.8. Define the Scope Statement
 - 2.3.9. Create the WBS
 - 2.3.10. Verify and Control the Scope
- 2.4. The Development of the Time-Schedule
 - 2.4.1. Time Management and its Plan
 - 2.4.2. Define Activities
 - 2.4.3. Establishment of the Sequence of Activities
 - 2.4.4. Estimated Resources for Activities
 - 2.4.5. Estimated Duration of Activities
 - 2.4.6. Development of the Time-Schedule and Calculation of the Critical Path
 - 2.4.7. Schedule Control
- 2.5. Budget Development and Risk Response
 - 2.5.1. Estimate Costs
 - 2.5.2. Develop Budget and S-Curve
 - 2.5.3. Cost Control and Earned Value Method
 - 2.5.4. Risk Concepts
 - 2.5.5. How to Perform a Risk Analysis
 - 2.5.6. The Development of the Response Plan
- 2.6. Quality Management
 - 2.6.1. Quality Planning
 - 2.6.2. Quality Assurance
 - 2.6.3. Quality Control
 - 2.6.4. Basic Statistical Concepts
 - 2.6.5. Quality Management Tools

- 2.7. Communication and Human Resources
 - 2.7.1. Planning Communications Management
 - 2.7.2. Communications Requirements Analysis
 - 2.7.3. Communication Technology
 - 2.7.4. Communication Models
 - 2.7.5. Communication Methods
 - 2.7.6. Communications Management Plan
 - 2.7.7. Manage Communications
 - 2.7.8. Management of Human Resources
 - 2.7.9. Main Stakeholders and their Roles in the Projects
 - 2.7.10. Types of Organization
 - 2.7.11. Project Organization
 - 2.7.12. The Work Equipment
- 2.8. Procurement
 - 2.8.1. The Procurement Process
 - 2.8.2. Planning
 - 2.8.3. Search for Suppliers and Request for Quotations
 - 2.8.4. Contract Allocation
 - 2.8.5. Contract Administration
 - 2.8.6. Contracts
 - 2.8.7. Types of Contracts
 - 2.8.8. Contract Negotiation
- 2.9. Execution, Monitoring and Control and Closure
 - 2.9.1. Process Groups
 - 2.9.2. Project Execution
 - 2.9.3. Project Monitoring and Control
 - 2.9.4. Project closure
- 2.10. Professional Responsibility
 - 2.10.1. Professional Responsibility
 - 2.10.2. Characteristics of Social and Professional Responsibility
 - 2.10.3. Project Leader Code of Ethics
 - 2.10.4. Liability vs. PMP®
 - 2.10.5. Examples of Liability
 - 2.10.6. Benefits of Professionalization



Module 3. Software Development Platforms

- 3.1. Introduction to Application Development
 - 3.1.1. Desktop Applications
 - 3.1.2. Programming Language
 - 3.1.3. Integrated Development Environments
 - 3.1.4. Web Applications
 - 3.1.5. Mobile Applications
 - 3.1.6. Cloud Applications
- 3.2. Application Development and Graphical User Interface in Java
 - 3.2.1. Integrated Development Environments for Java
 - 3.2.2. Main IDE for Java
 - 3.2.3. Introduction to the Eclipse Development Platform
 - 3.2.4. Introduction to the NetBeans Development Platform
 - 3.2.5. Controller View Model for Graphical User Interfaces
 - 3.2.6. Design a Graphical Interface in Eclipse
 - 3.2.7. Design a Graphical Interface in NetBeans
- 3.3. Debugging and Testing in Java
 - 3.3.1. Testing and Debugging of Java programs
 - 3.3.2. Debugging in Eclipse
 - 3.3.3. Debugging in NetBeans
- 3.4. Application Development and Graphical User Interface in .NET
 - 3.4.1. Net Framework
 - 3.4.2. Components of the .NET Development Platform
 - 3.4.3. Visual Studio .NET
 - 3.4.4. .NET tools for GUI
 - 3.4.5. The GUI with Windows Presentation Foundation
 - 3.4.6. Debugging and Compiling a WPF Application
- 3.5. Programming for .NET Networks
 - 3.5.1. Introduction to .NET Network Programming
 - 3.5.2. Requests and Responses in .NET
 - 3.5.3. Use of Application Protocols in .NET
 - 3.5.4. Security in .NET Network Programming
- 3.6. Mobile Application Development Environments
 - 3.6.1. Mobile Applications
 - 3.6.2. Android Mobile Applications
 - 3.6.3. Steps for Development in Android
 - 3.6.4. The IDE Android Studio
- 3.7. Development of Applications in the Environment Android Studio
 - 3.7.1. Install and Start Android Studio
 - 3.7.2. Running an Android Application
 - 3.7.3. Development of the Graphic Interface in Android Studio
 - 3.7.4. Starting Activities in Android Studio
- 3.8. Debugging and Publishing of Android Applications
 - 3.8.1. Debugging an Application in Android Studio
 - 3.8.2. Memorizing Applications in Android Studio
 - 3.8.3. Publishing an Application on Google Play
- 3.9. Cloud Application Development
 - 3.9.1. Cloud Computing
 - 3.9.2. Cloud Levels: SaaS, PaaS, IaaS
 - 3.9.3. Main Development Platforms in the Cloud
 - 3.9.4. Bibliographical References
- 3.10. Introduction to Google Cloud Platform
 - 3.10.1. Basic Concepts of Google Cloud Platform
 - 3.10.2. Google Cloud Platform Services
 - 3.10.3. Tools in Google Cloud Platform

04

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.



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Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

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.

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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.



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

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.



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.



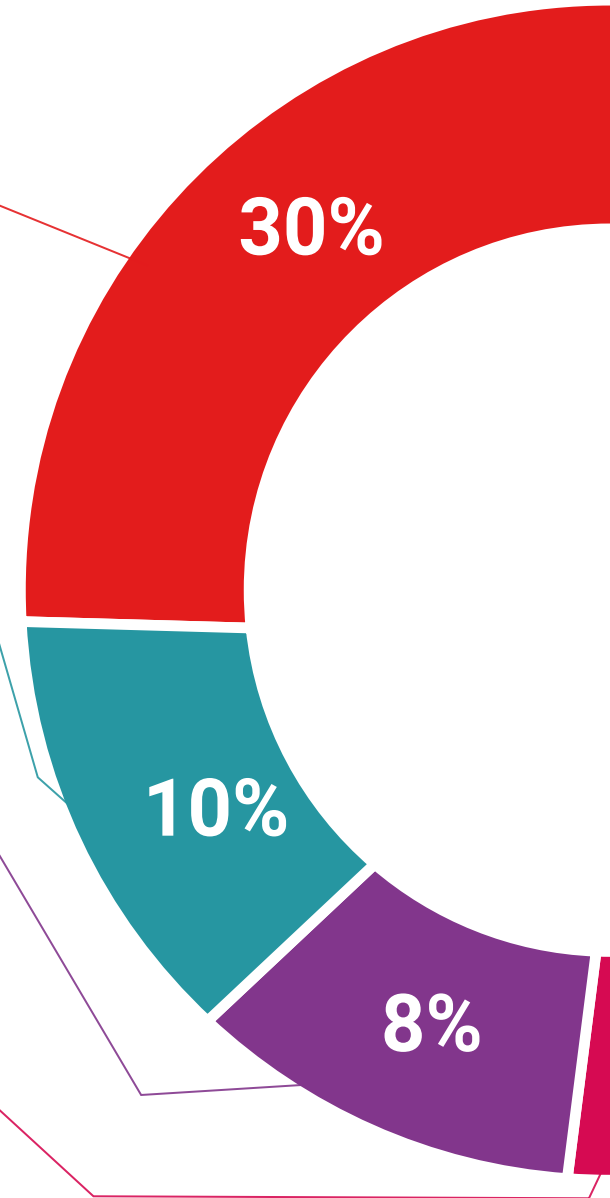
Practising Skills and Abilities

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.





Case Studies

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

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.



05

Certificate

The Postgraduate Certificate in IT Security Risks and Environment guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.





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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This program will allow you to obtain your **Postgraduate Diploma Software Development for Desktop Applications** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma Software Development for Desktop Applications**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



Postgraduate Diploma Software Development for Desktop Applications

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- » Duration: **6 months**
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- » Credits: **18 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Postgraduate Diploma Software Development for Desktop Applications

