



Universität
Hildesheim



Master (M.Sc.)

Software Engineering

Master of Science Software Engineering

Degree: Master of Science (M.Sc.)

Standard Period of Study: 4 Semesters

Language of Instruction: English

Admission period:

Summer Term (Term Start: April 1st)

Non-EU students: Sep 15 – Dec 15

EU students: Sep 15 – Feb 15

Winter Term (Term Start: October 1st)

Non-EU students: Apr 15 – June 30

EU students: Apr 15 – Aug 31

Specialization: Software Engineering and architecture, plus electives in Requirements Engineering, Process Engineering, Information Retrieval, Machine Learning and Generative AI – strong research focus via seminars, labs and a capstone project.

The international Master's programme in Software Engineering provides advanced training in designing **complex information systems** and processing **Big Data**. The research-oriented programme lets you **choose from a range of topics**, so you can specialise in the one you are interested in. The course covers all parts of software engineering, from the **technical skills** you need to write code to more **advanced analysis, design** and large-scale **project coordination**. It also includes team projects to help you work well with others. It builds on what you already know and helps you to **reach professional engineering level**.



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Institute of Computer
Science

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```
MIRROR_Y":
    mirror_mod.use_x = False
    mirror_mod.use_y = True
    mirror_mod.use_z = False
    operation == "MIRROR_Z":
        mirror_mod.use_x = False
        mirror_mod.use_y = False
        mirror_mod.use_z = True

    selection at the end -add back the des
    mirror_ob.select= 1
    mirror_ob.select=1
    context.scene.objects.active = modifier
    selected" + str(modifier_ob)) modifier
    mirror_ob.select = 0
    try: context.selected_objects[0]
    except:
        print("please select exactly two objects,
OPERATOR CLASSES -----
class MirrorOperator(Operator):
    """Mirror an object to the selected object"""
    def execute(self, context):
        object = context.selected_objects[0]
        mirror = context.selected_objects[1]
        mirror.mirror_x = object.mirror_x
        mirror.mirror_y = object.mirror_y
        mirror.mirror_z = object.mirror_z
        mirror.active_object is not None
```

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