knowledge of the Bulgarian language. Special attention is given to basic skills – listening, speaking, reading and writing.

Intensive 90-120 hours of training per level in practical Bulgarian language, with determination at the level through an entrance test.

Language practice in a natural language environment, with visits to natural and cultural Sights of Bulgaria.

The content of the curriculum is living room oriented theme, routine activities - play, work, study, sports, entertainment and other topics close to the learners.

The effectiveness of training is achieved with the help of such means: computer rooms, multimedia, audiovisual means, use of internet for learning Bulgarian, online links, video walls, etc. Modern methodology, assessment, testing and knowledge control, according to the standards of ALTE.

Also, a very effective method for learning Bulgarian as a foreign language is the use of the sociocultural module:

- Cultural program
- Acquaintance with modern living conditions in different settlements,
- Visiting cultural sights, interesting historical places and museums,
- Visiting natural attractions, rural areas, sea and mountain resorts.

DEVELOPMENT OF AN ELECTRONIC COMPLEX OF LECTURES AND LABORATORY WORK

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Geared towards developing a comprehensive set of educational materials for the 'Object-Oriented Programming' course using the C# programming language. The

lecture material is structured to comprehensively introduce students to the basics of Object-Oriented Programming (OOP). Interactive learning incorporates graphical tools displaying code examples and illustrating OOP concepts.

Laboratory work spans from basic tasks like creating classes and objects to complex exercises involving polymorphism, abstract classes, and interfaces. This ensures practical application of theoretical knowledge in developing functional applications in C#.

Special attention is given to analyzing existing educational platforms and teaching methods, integrating best practices into the developed complex. The e-learning product is designed to meet modern requirements for teaching programming, facilitating effective interaction between students and teachers.

The user interface of the Electronic Complex prioritizes accessibility for students and efficient management for teachers. Interactive elements, tests, and lab tasks are developed with active learning principles to stimulate student interest and participation.

Furthermore, the development of the Electronic Complex places a strong emphasis on aligning with current pedagogical standards. Continuous efforts have been made to stay abreast of evolving educational methodologies and emerging technologies in the field of programming. This ensures that the complex not only imparts foundational knowledge but also instills adaptive and forward-thinking problem-solving skills in students.

Incorporating real-world applications and case studies into the curriculum is another pivotal aspect of the complex. By exposing students to practical scenarios and industry-relevant challenges, the educational material transcends theoretical boundaries. This approach not only enhances the students' understanding but also prepares them for the dynamic demands of the professional landscape they will encounter upon completing their education.

In conclusion, the development of an electronic complex for Object-Oriented Programming in C# is a significant step in improving programming education. This

product equips students with necessary skills and provides teachers with an effective tool for organizing the educational process. Ultimately, we anticipate that this complex will enhance the quality of programming education and contribute to training qualified specialists.