Оцінка з точки зору ефективності супроводження характеризує: якість розробленої документації; наявність демонстраційно-супроводжуючої версії програми; наявність безкоштовних консультацій; вартість і якість платних послуг; можливість навчання роботи з програмою; наявність послуг з налаштування та підтримки програми; професіоналізм обслуговуючого персоналу; можливість оновлення та модернізації програми.

Будь-який проект автоматизації через певний період часу потребує доопрацювання. Умови функціонування підприємства змінюються динамічно і їх складно передбачати. Гнучка система забезпечує можливість модифікації налаштувань програми. В якості напрямків модернізації проекту можна визначити перегляд алгоритмів реалізації облікових процедур, додавання нових облікових функцій, зміну технології введення інформації, розширення складу комп'ютерних форм вхідної та вихідної документації. Гнучка система забезпечує переналагоджування її модулів на рішення функцій, реалізацію різних маршрутів руху інформації, різних способів виконання операцій, розробку всіх документів внутрішньої і зовнішньої звітності.

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CYBERSPORT

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Sport plays an important role in people's lives. Nowadays, there are many sports and everyone chooses a sport that he or she prefers. We have chosen cybersport as a topic of interest because it is very popular nowadays. It is interesting and also improves the computer skills.

Electronic sports (also known as eSports or competitive gaming) is a term for organized multiplayer video game competitions. It is very popular among students, youngsters, teenagers. The most common video game genres associated with electronic sports are real-time strategy, fighting, first-person shooter, and multiplayer online battle arena.

Tournaments such as the League of Legends World Championship, The International, the Battle.net World Championship Series, the Evolution Championship Series, and the Intel Extreme Masters provide both live broadcasts of the competition, and cash prizes to competitors. Although e-sports have long been a part of video game culture, competitions have seen a large surge in popularity from the late 2000's and early 2010's. While competitions around 2000 were largely between amateurs, the proliferation of professional competitions and growing viewership now supports a significant number of professional players and teams, and many video game developers now build features into their games designed to facilitate such competition.

Professional gamers, or "progamers", are often associated with gaming teams and/or broader gaming associations. Teams include Evil Geniuses, Fnatic and Team Liquid. In

addition to prize money from tournament wins, players may also be paid a separate team salary. Team sponsorship may cover tournament travel expenses or gaming hardware. Prominent eSports sponsors include companies such as Razer. Associations include the Korean e-Sports Association, United Kingdom eSports Association, and the International eSport Federation.

One of the most popular cybersport is Dota 2. Dota 2 is a multiplayer online battle arena video game, the stand-alone sequel to the Defense of the Ancients (DotA) Warcraft III: Reign of Chaos and Warcraft III: The Frozen Throne mod. Developed by Valve Corporation, Dota 2 was released as a free-to-play title for Microsoft Windows, OS X and Linux in July 2013, concluding a Windows-only public beta testing phase that began in 2011. The game is available exclusively through Valve's content-delivery platform, Steam.

Development of Dota 2 began in 2009, when the developer of the DotA mod, IceFrog, was hired by Valve as lead designer. Dota 2 was praised by critics for its gameplay, production quality and faithfulness to its predecessor. However, the game was criticized for its steep learning curve and inhospitable community. Dota 2 has become the most actively played game on Steam, with daily peaks of over 800,000 concurrent players.

To ensure that enough DotA players would take up Dota 2 and showcase the game's capabilities, Valve sponsored sixteen accomplished DotA teams to compete at The International for a one million dollar prize. The International became an annual championship tournament, with the venue changing to Seattle, Washington, United States. In 2012, the tournament was hosted during PAX Prime, with Chinese team Invictus Gaming going on to defeat the defending champions, Natus Vincere.

In its third year, The International had a prize pool of over $2.8 million, thus reclaiming its previous title as having the largest prize pool in electronic sports history from League of Legends (at the Season 2 World Championship). The 2013 championship was won by the Swedish team Alliance, whose prize exceeded $1.4 million USD. The fourth iteration of The International took place at KeyArena in Seattle between July 18 and July 21, 2014, with the Chinese team NewBee becoming the new champions. Due to the funds raised by interactive compendium sales, the overall prize pool was elevated to over $10.9 million, the largest in the history of electronic sports.

In 2013, it was estimated that approximately 71,500,000 people watched competitive gaming. Demographically, Major League Gaming has reported viewership that is approximately 85% male and 15% female, with 60% of viewers between the ages of 18 and 34.

The number of female viewers has been growing in esports, and in 2013 30% of eSports enthusiasts were female, an increase from 15% in the previous year. However, despite the increase in female viewers, there is a dearth of female players in high level competitive esports. The top female players that are involved in eSports mainly get exposure in female-only tournaments, most notably Counter-Strike, Dead or Alive 4, and StarCraft II.

Many eSports events are streamed online to viewers over the internet. Dreamhack Winter 2011, for example, reached 1.7 million unique viewers. With the shutdown of the Own3d streaming service in 2013, Twitch is by far the most popular streaming service for competitive gaming. However, newcomers like Hitbox are growing fast and getting more attention. While coverage of live events usually brings in the largest viewership counts, the recent popularization of streaming services has allowed individuals to broadcast their own game play independent of such events as well. Individual broadcasters can enter an agreement with Twitch in which they receive a portion of the advertisement revenue from commercials which run on the stream they create.

The most famous teams are: Natus Vincere (Ukraine), Invictus Gaming (China), Evil Geniuses (USA), Team Secret (Europe), Ninja in pyjamas (Swedish), Asus.Polar (Russia), Vici Gaming (China).

In conclusion we would like to notice that cybersport is one of the most popular sports nowadays. It involves people from all over the world. The Olympics program 2016 will probably include cybersport.