SOFTWARE ENGINEERING (MINOR)

The Software Engineering Minor exposes students to the fundamental tools and processes of software engineering. All courses in the minor have CSC 301 as a prerequisite.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Quarter Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>SE 333</td>
<td>SOFTWARE TESTING</td>
<td>4</td>
</tr>
<tr>
<td>SE 350</td>
<td>OBJECT-ORIENTED SOFTWARE DEVELOPMENT</td>
<td>4</td>
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<tr>
<td>or GAM 372</td>
<td>OBJECT-ORIENTED GAME DEVELOPMENT</td>
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</tbody>
</table>

Select four (4) of the following: 16

- CSC 360 WEB APPLICATIONS
- CSC 371 MOBILE APPLICATION DEVELOPMENT FOR IOS
- CSC 372 MOBILE APPLICATION DEVELOPMENT FOR ANDROID
- CSC 391 MOBILE APPLICATION DEVELOPMENT FOR IOS II
- CSC 392 MOBILE APPLICATION DEVELOPMENT FOR ANDROID II
- SE 330 OBJECT ORIENTED MODELING
- SE 352 OBJECT-ORIENTED ENTERPRISE APPLICATION DEVELOPMENT
- SE 359 AGILE SOFTWARE DEVELOPMENT
- SE 371 PRACTICES OF GLOBAL SOFTWARE DEVELOPMENT

Note: This minor is open only to students that have passed CSC 301.