

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.

Course	Title	Quarter Hours
SE 333	SOFTWARE TESTING	4
SE 350	OBJECT-ORIENTED SOFTWARE DEVELOPMENT	4
or GAM 372	OBJECT-ORIENTED GAME DEVELOPMENT	
Select 16 Credit Hours from the following list:		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.