SOFTWARE ENGINEERING
(SE)

SE 199, SPECIAL TOPICS, 0-16 Credits
This course is repeatable for 16 credits.

SE 201, SOFTWARE DEVELOPMENT I, 4 Credits
Introduction to collaborative software development of larger, object-oriented systems. Overview of software architecture, and the tools, principles and practice of modern software development.
Prerequisite: CS 162 with C or better

SE 299, SPECIAL TOPICS, 0-16 Credits
This course is repeatable for 16 credits.

SE 303, SOFTWARE ENGINEERING III, 4 Credits
Introduction to refactoring techniques and improving the quality and maintainability of software. Applying continuous integration and deployment tools; containers and virtual development environments.
Prerequisite: CS 362 with C or better

SE 399, SPECIAL TOPICS, 0-16 Credits
This course is repeatable for 16 credits.

SE 467, BUSINESS OF SOFTWARE II, 4 Credits
Become an entrepreneur. Start a real software business, from ideation to sales. Real-world, hands-on learning in a fast-paced startup environment. Development of product ideas, hypotheses, and business models to discover customers. Teamwork, management, and positioning for investment.
Prerequisite: CS 466 with C or better

SE 468, BUSINESS OF SOFTWARE III, 4 Credits
Become an entrepreneur. Start a real software business, from ideation to sales. Real-world, hands-on learning in a fast-paced startup environment. Development of product ideas, hypotheses, and business models to discover customers. Teamwork, management, and positioning for investment.
Prerequisite: SE 467 with C or better

SE 499, SPECIAL TOPICS, 0-16 Credits
This course is repeatable for 16 credits.