

# SOFTWARE ENGINEERING (SE)

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## **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.*