SOFTWARE ENGINEERING (SE)

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.
Prerequisites: CS 162 with C or better

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.
Prerequisites: CS 362 with C or better

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.
Prerequisites: 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.
Prerequisites: SE 467 with C or better