A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: *.*
Lab Hours/Week: *.*
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None

Software Engineering (SE) provides students with a capstone experience that integrates the theory and practice of SE. SE investigates a variety of SE models and guidelines used in industry, culminating in the design, specification and implementation of a software project of real-world import. Includes a two-hour lab. Prerequisites: CS 2810 and CS 3528.

B. COURSE EFFECTIVE DATES: 01/14/2013 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

None

D. LEARNING OUTCOMES (General)

None

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted