

Software Engineering Minor

The software engineering minor is designed to teach the fundamental tools, techniques, and processes of software engineering. Graduates of the program should have the technical, process, and teamwork skills to be immediately productive in a mature engineering organization.

Learn how to:

- **Predict** the time and resources it will take to develop a system with *COCOMO* and *Wideband Delphi* methods
- **Architect** a system that can be reused and enhanced over time, using *design patterns*, *modeling tools*, and the *UML*
- **Coordinate** a team of developers according to *XP*, *TSP*, or *RUP*, and using tools like *Subversion* and *Bugzilla*
- **Analyze** software to ensure it is correct, secure, efficient, and useful. Use *static analysis*, *inspection*, *profiling*, and *vulnerability scanners*.

Information Session

Wednesday, April 14, 3-4pm, GHC 6121

The Stats

Open to undergraduate majors in any field.

Core courses: 15-313 (foundations) and 15-413 (practicum)

Electives: 1 technical SE elective, 1 software project elective,
1 business/policy elective

Also required: Industrial internship and reflective paper on experience

Current round of applications due April 16

Questions?

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