SOFTWARE DEVELOPMENT

The software development minor prepares you with skills to meet the growing demand for familiarity and competency with software development. The minor is designed to enable students from a diverse set of majors and backgrounds to participate and provide a strong foundation in software development to allow them to apply computing throughout their career.

The minor’s objectives are anchored around a set of core outcomes, such that students completing the minor will be able to:

- Apply sound software development principles and methodologies to create software systems that solve real-world problems in various disciplines.
- Interact, use and manage large data sets and solve data-centric problems, organize, visualize, and communicate digital data effectively; and use creative competencies to generate creative solutions.
- Understand the roles of various stake-holders in software development projects including domain experts, project managers, customers, and developers.
- Contribute one’s expertise to the solution problems by effectively collaborating and communicating with other stake-holders in software development projects.

Academics

Select 15 hours:

- CSCE 120 Learning to Code
- CSCE 220 Software Development for Smart-Mobile Systems
- CSCE 320 Data Analysis
- CSCE 311 Data Structures and Algorithms for Informatics or
  CSCE 464 Internet Systems and Programming
- CSCE 493 Innovation Lab Project

For a complete list of applicable courses see minor advisor.

Christopher Bourke  |  Minor Advisor
363 Avery Hall  |  402-472-5008  |  cbourke3@unl.edu

cas.unl.edu