



**Bachelor of Science in:
Applied Software Engineering**

For Students Following the:
2021-2022 catalog
2022-2023 catalog
2023-2024 catalog

Name:
Student ID:
Catalog Year:

SUPPORT COURSES (15 Hours)					
Course		Pre-req	Credits	Term	Grade
MAT 185	Introductory Discrete Mathematics	MAT 103 or placement	3		
STA 205	Statistical Methods	MAT 101 or placement	3		
OR					
STA 205R	Statistical Methods with Recitation		3		
PHI 310	Information Ethics	Sophomore Standing or Instructor Consent	3		
ENG 347	Technical Writing	ENG 102, HNR 102, or equivalent	3		
LDR 205	Human Relations in Organizations		3		

OFFICE USE ONLY
Approved Exceptions
Successful Completion of STA 205 DSST
Successful Completion of PHI 310 DSST

INFORMATICS CORE COURSES (22 Hours)					
Course		Pre-req	Credits	Term	Grade
INF 100	Orientation to College of Informatics	Freshman Standing or Department Consent	1		
INF 201	Foundations of Informatics Professionals	Sophomore Standing	1		
INF 120	Elementary Programming (or placement)	MAT 102 or MAT 114 or placement	3		
INF 284	Introduction to Computer Networks	MAT 103 & INF 110 or INF 120 or CIT 130	3		
INF 286	Introduction to Web Development	MAT 103 & INF 110 or INF 120 or CSC 260 (pre-req or co-req)	3		
CIT 171	Introduction to Linux	ENG 101 or ENG 101R or placement	1		
CSC 260	Object-Oriented Programming I	MAT 103 and INF 110, INF 120, or CSC 270	3		
CSC 260L	Object-Oriented Programming Lab	CSC 260 (co-requisite)	1		
CSC 350	Database Programming	CSC 360	3		
CSC 360	Object-Oriented Programming II	MAT 119 (B- or better) & CSC 260	3		

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Successful Completion of INF 120 CPLE
Successful Completion of INF 286 CPLE
Successful Completion of CSC 260 CPLE
Successful Completion of CSC 360 CPLE

APPLIED SOFTWARE ENGINEERING CORE (21 Hours)					
Course		Pre-req	Credits	Term	Grade
ASE 220	Full-Stack Application Development	INF 120 & INF 286	3		
ASE 230	Server-Side Programming	INF 286 & CSC 260 or CIT 383 (pre-req or co-req)	3		

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ASE 285	Software Engineering & Sec. Fundamentals	ASE 220	3		
ASE 330	Human-Computer Interaction	ASE 230 or ASE 220	3		
ASE 420	Software Design	CSC 360	3		
ASE 456	Cross-Platform Development	ASE 220 or ASE 230 & Junior Standing	3		
ASE 485	Applied Software Engineering Capstone	ASE 230, ASE 285, ASE 330, ASE 456, ASE 420. & CSC 350	3		

ASE MAJOR UPPER-LEVEL ELECTIVE (3 Hours)					
Course		Pre-req	Credits	Term	Grade
ASE/CIT/ CSC/CYS /DSC	3xx-4xx		3		

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EXPERIENTIAL LEARNING REQUIREMENT (0-3 Hours)					
<i>If the course used for the experiential learning requirement is an ASE course and taken for 3 credit hours, it can also be used to fulfill the elective requirement above.</i>					
Course		Pre-req	Credits	Term	Grade
ASE 305 OR	ASE Department Peer Mentorship Training	Department Permission	3		
ASE 292 OR	Introductory Research Experience	Department Permission	0-3		
ASE 392 OR	Intermediate Research Experience	Sophomore Standing & Department Permission	0-3		
ASE 396 OR	Applied Software Engineering Practicum	ASE 456, Junior Standing, & Department Permission	0-3		
CEP 300	Cooperative Education		1-3		

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Students must earn a grade of "C-" or better to meet pre-requisites for all courses unless otherwise indicated.

Students must earn a grade of "C-" or better and a 2.00 GPA in all courses that apply to the major.

Please consult with your advisor and the appropriate University Course Catalog for all other degree requirements.