

SOFTWARE ENGINEERING MINOR REQUIREMENTS

The Software Engineering Minor is designed for non-computer majors who wish to gain a practical grounding in Software Engineering without pursuing a detailed theoretical background. It comprises a selection of courses that are more practical in nature than theoretical. As such, the Software Engineering minor serves as a good base for non-computer specialists in post-AUCA life.

The Software Engineering Minor requires 42 credit hours: five compulsory courses, plus two other computer courses, to be chosen from a recommended list.

Required Courses for admits 2017-2020	Required Courses for admits 2021	Required Courses for admits 2022-	Credits
• Structural programming	-Structural programming	• Introduction to Programming	6 credits
• Object Oriented programming	-Object Oriented programming	• Object Oriented programming	6 credits
• Algorithms and Data Structures	-Algorithms and Data Structures	• Principles of Computing systems	6 credits
• Computer Architecture	-Computer Architecture	• Data Structures	6 credits
• Algorithm Analysis	-Algorithm Languages I	• Algorithms	6 credits
• Elective course	-Elective course	• Elective course	6 credits

Elective courses:

- Introduction to Web Programming,
- Mobile Application Development,
- Database Principles,
- Database Design,
- Computer Networks,
- System Administration,
- Information Security, etc.

Software Engineering minors must have the permission of their department heads and the Software Engineering Department chair. Students must have a GPA of 2.5 or higher and a "C-" or above in all courses that will count towards the minor. Sixty percent of the work towards the minor must be upper-level computer courses.