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| CSCI 4490 - SOFTWARE ENGINEERING |
| A required course for majors that introduces basic principles of software engineering, including requirement analysis, specification design, testing, and software maintenance. A non-trivial computer software system from initial concept to a working system is developed in a team environment. Prerequisite: C or better in CSCI 3381. Fall. [ UD UCA Core: Z ] 4.000 Credit hours Levels: Undergraduate Schedule Type: Lecture Computer Science Department Course Attributes: Z UDiv Core Capstone, Natural Sci & Math Course Fee Prerequisites: Undergraduate level [CSCI 3381](https://ssbprod.uca.edu/PROD/bwckctlg.p_display_courses?term_in=201710&one_subj=CSCI&sel_subj=&sel_crse_strt=3381&sel_crse_end=3381&sel_levl=&sel_schd=&sel_coll=&sel_divs=&sel_dept=&sel_attr=) Minimum Grade of C or Undergraduate level [CSCI 3381](https://ssbprod.uca.edu/PROD/bwckctlg.p_display_courses?term_in=201710&one_subj=CSCI&sel_subj=&sel_crse_strt=3381&sel_crse_end=3381&sel_levl=&sel_schd=&sel_coll=&sel_divs=&sel_dept=&sel_attr=) Minimum Grade of CR  |