

# MINOR IN SOFTWARE ENGINEERING

The College of Engineering offers several minors for students at The University of Toledo. These minors are recommended for students who want to enhance their academic programs with engineering-related course work and are intended to allow students to develop expertise in a discipline outside their majors. Students taking courses in these minors must meet course prerequisite requirements. Students should contact advisors in the College of Engineering for additional details about the course requirements of minors and contact advisors in their home college to determine how the minors will fit into their degree curriculum.

Note that per University of Toledo policy, minors cannot be declared by students in the same major as a given minor since at least 12 hours of the minor must be distinct from any credit hours used to fulfill any major the student is pursuing.

| Code               | Title   | Hours     |
|--------------------|---|-----------|
| CSET 1100          | Introduction to Computer Science and Engineering Technology | 4         |
| CSET 1200          | Object Oriented Programming and Data Structures             | 3         |
| CSET 3150          | Introduction to Algorithms                                  | 4         |
| CSET 3600          | Software Engineering and Human Interfacing                  | 4         |
| CSET 4250          | Applied Programming Languages                               | 3         |
| <b>Total Hours</b> |   | <b>18</b> |

## First Year

| First Term |   | Hours      |
|------------|---|------------|
| CSET 1100  | Introduction to Computer Science and Engineering Technology | 0-4        |
|            | <b>Hours</b>  | <b>0-4</b> |

## Second Term

|           |   |          |
|-----------|---|----------|
| CSET 1200 | Object Oriented Programming and Data Structures | 3        |
|           | <b>Hours</b>                                    | <b>3</b> |

## Third Year

| First Term |                            | Hours    |
|------------|----------------------------|----------|
| CSET 3150  | Introduction to Algorithms | 4        |
|            | <b>Hours</b>               | <b>4</b> |

## Second Term

|           |  |          |
|-----------|--|----------|
| CSET 3600 | Software Engineering and Human Interfacing | 4        |
|           | <b>Hours</b>                               | <b>4</b> |

## Fourth Year

| First Term         |                               | Hours        |
|--------------------|-------------------------------|--------------|
| CSET 4250          | Applied Programming Languages | 3            |
|                    | <b>Hours</b>                  | <b>3</b>     |
| <b>Total Hours</b> |                               | <b>14-18</b> |

- PLO 1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.

- PLO 2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
- PLO 3. Communicate effectively in a variety of professional contexts.
- PLO 4. Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
- PLO 5. Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.