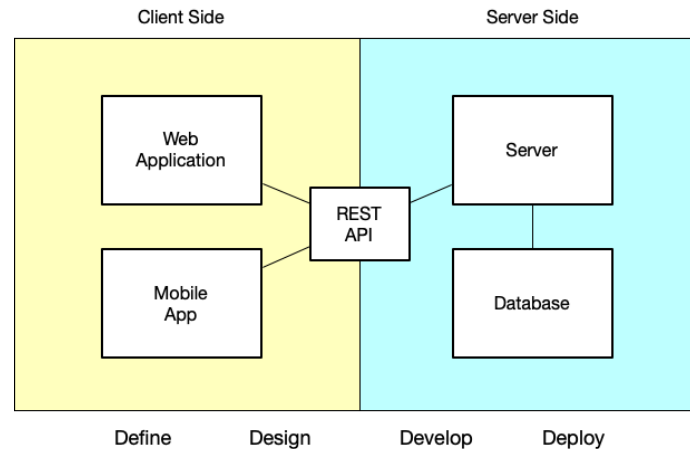


The Architecture of the ASE Program

Goal of the ASE Program

- Students build high-quality client/server applications to solve any given software engineering problems.



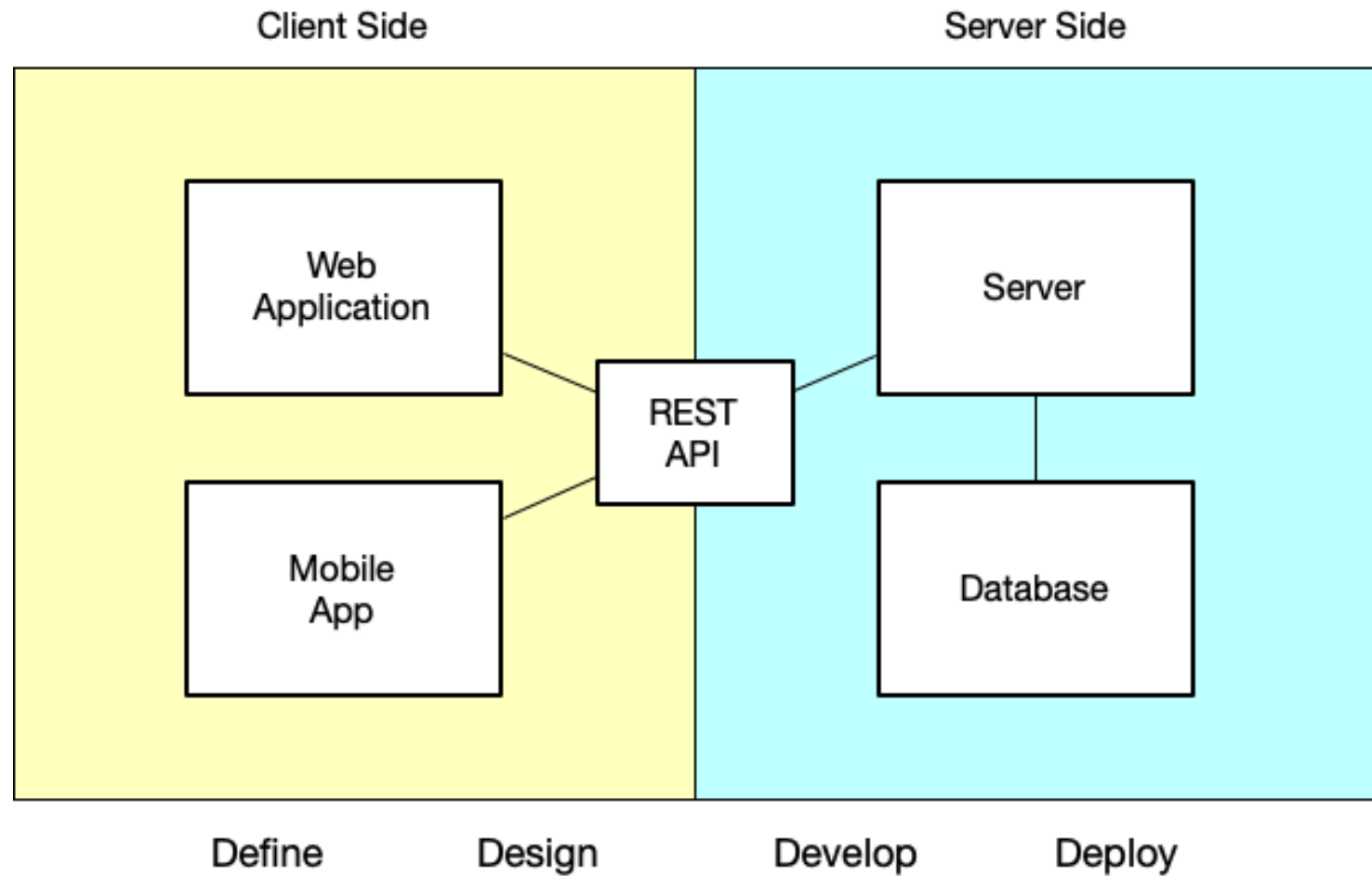
4D: The Tool for SWE Problem Solving

1. **Define** the given problem and optimal solution.
2. **Design** the architecture of the application.
3. **Develop** the application based on the design.
4. **Deploy** the application.

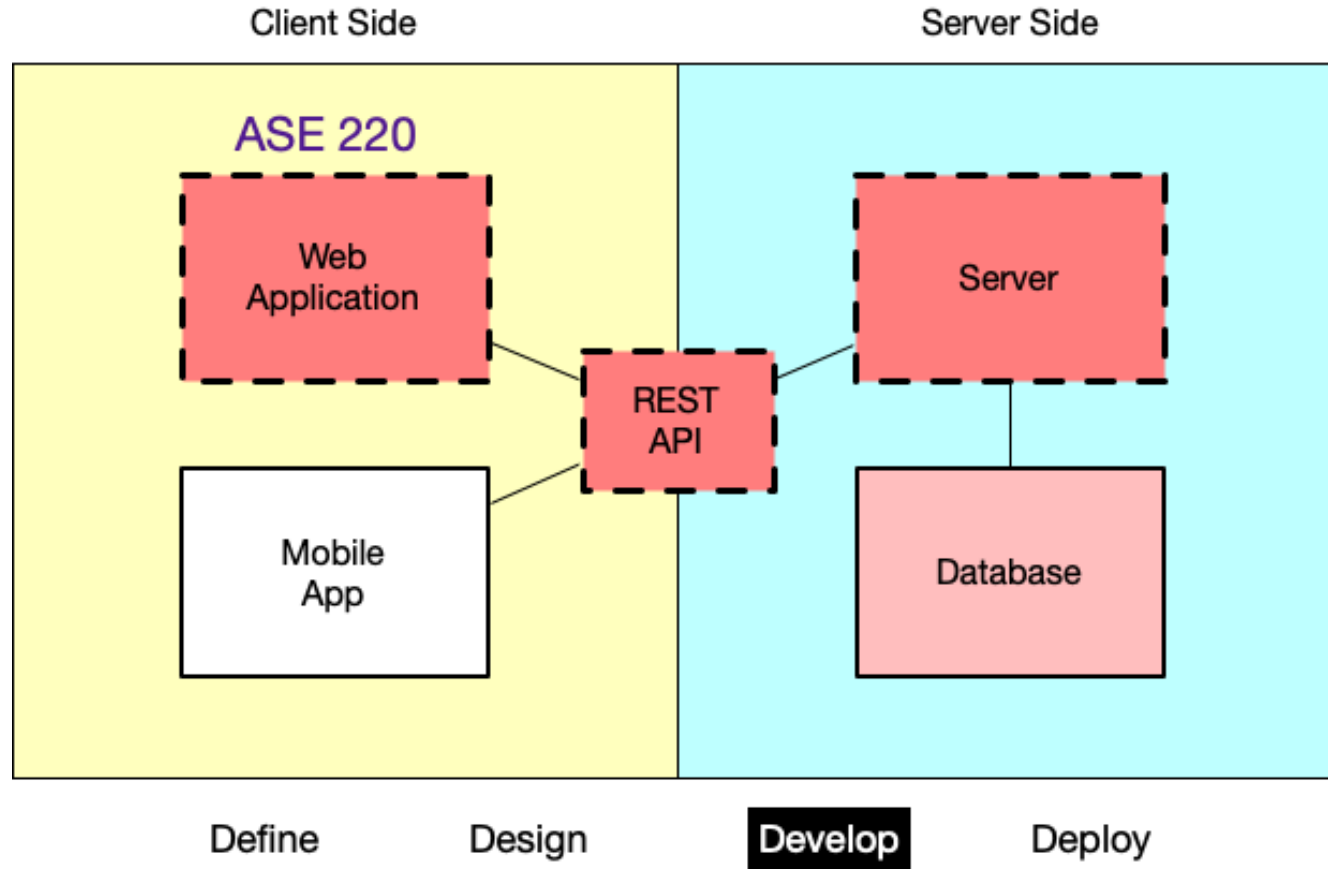
APT: The Goal ASE Students Master

1. How to build High-quality **A**pplications
2. How to apply SWE **P**rocesses
3. How to use SWE Development **T**ools

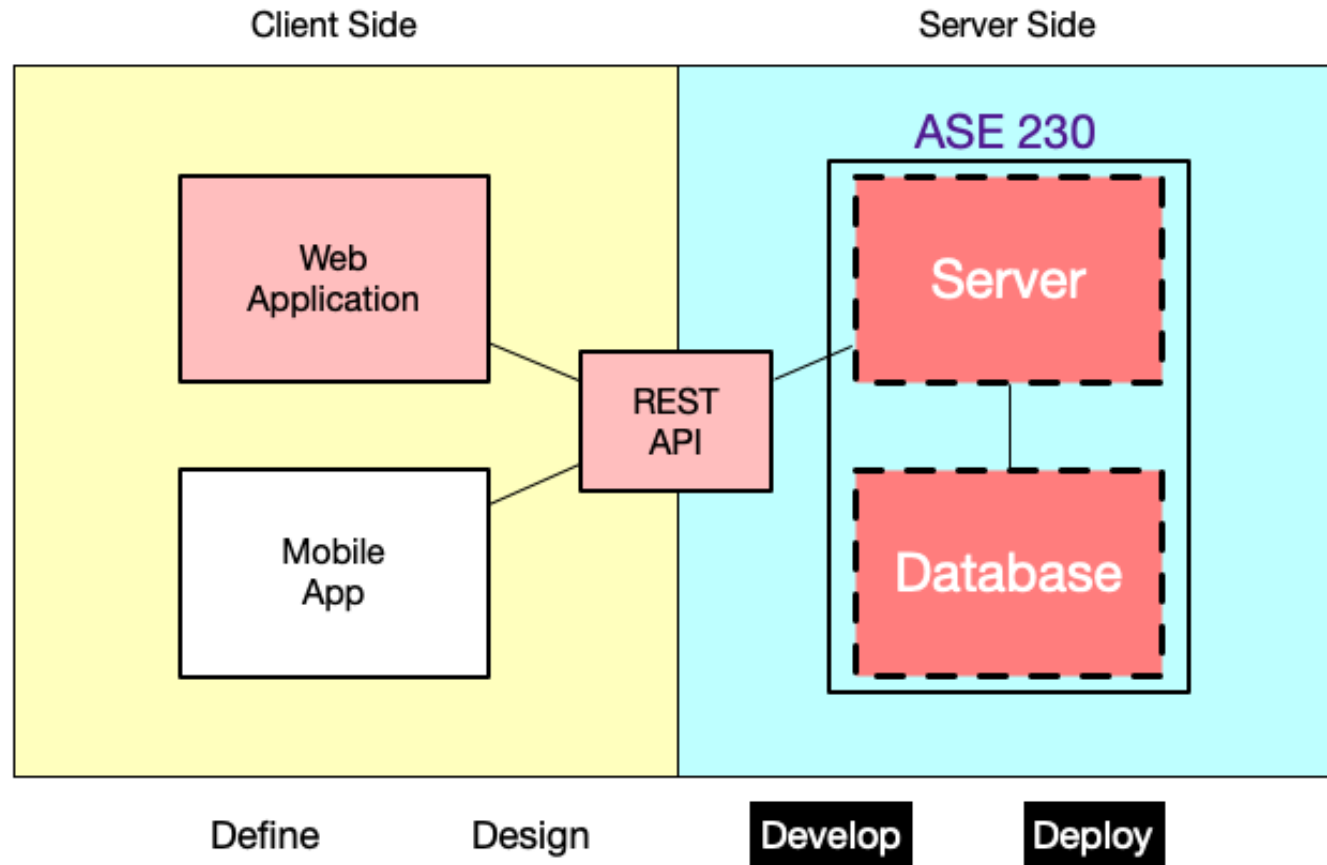
ASE students can complete tasks independently or collaboratively.



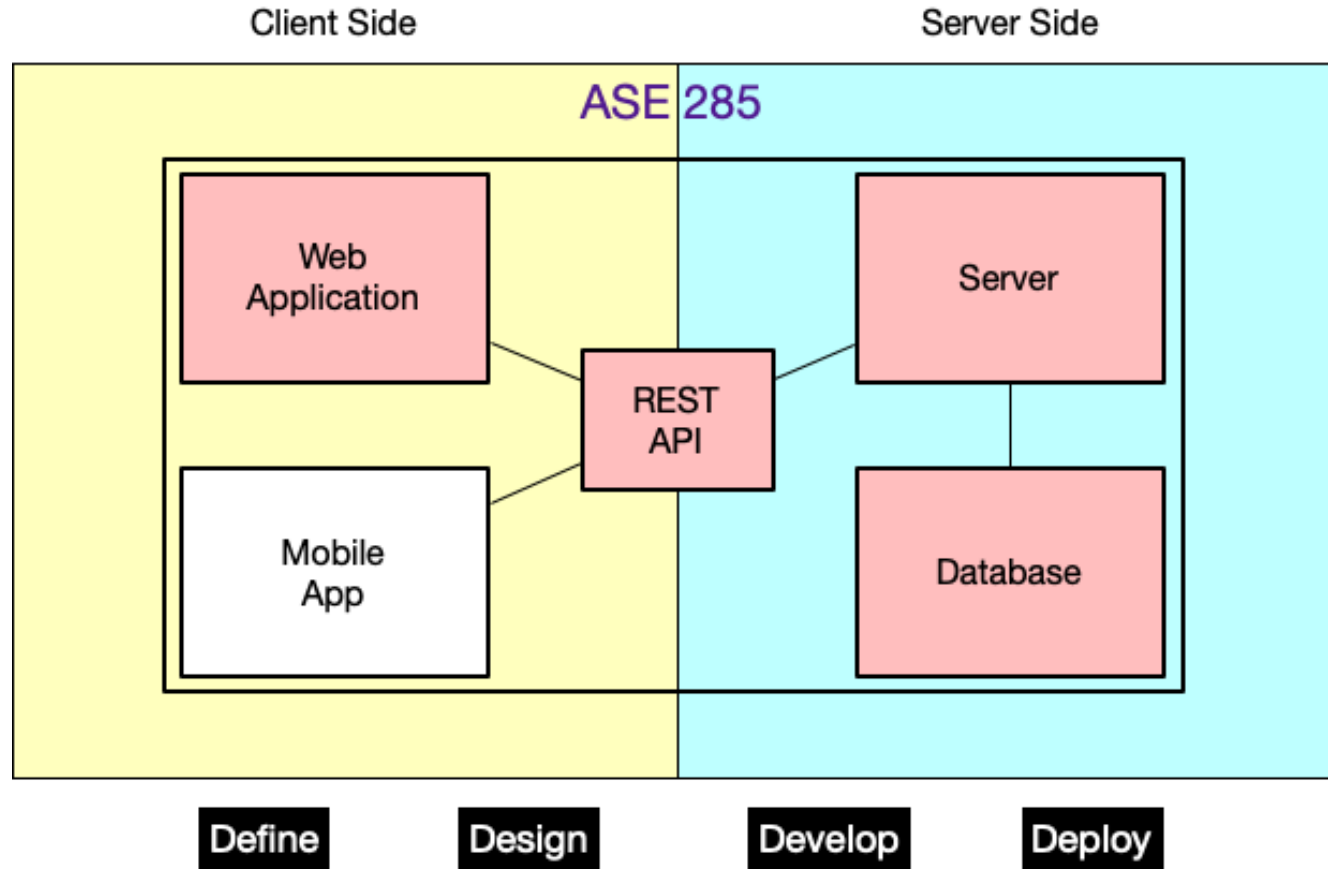
ASE 220 (Full Stack App)



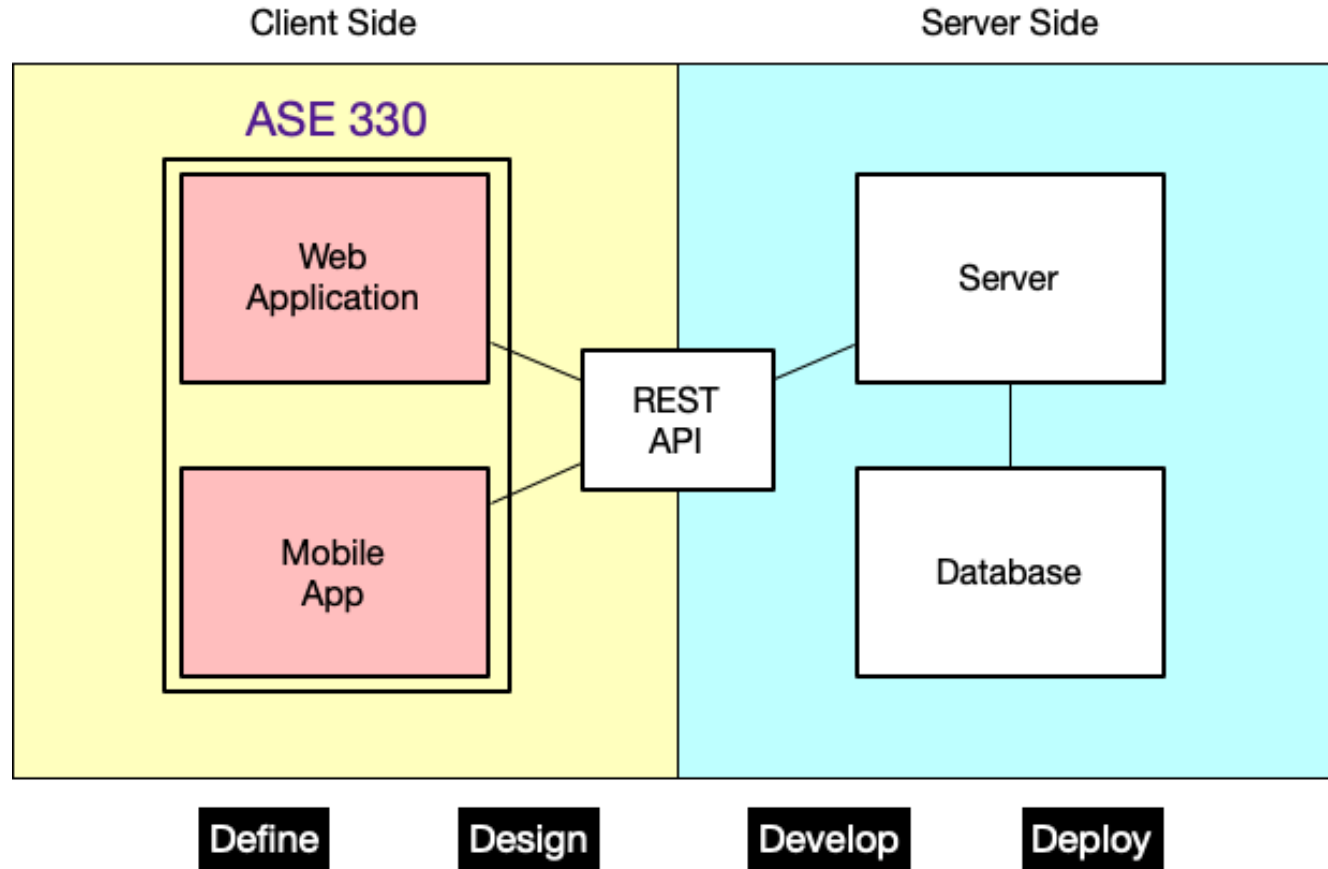
ASE 230 (Server Side App)



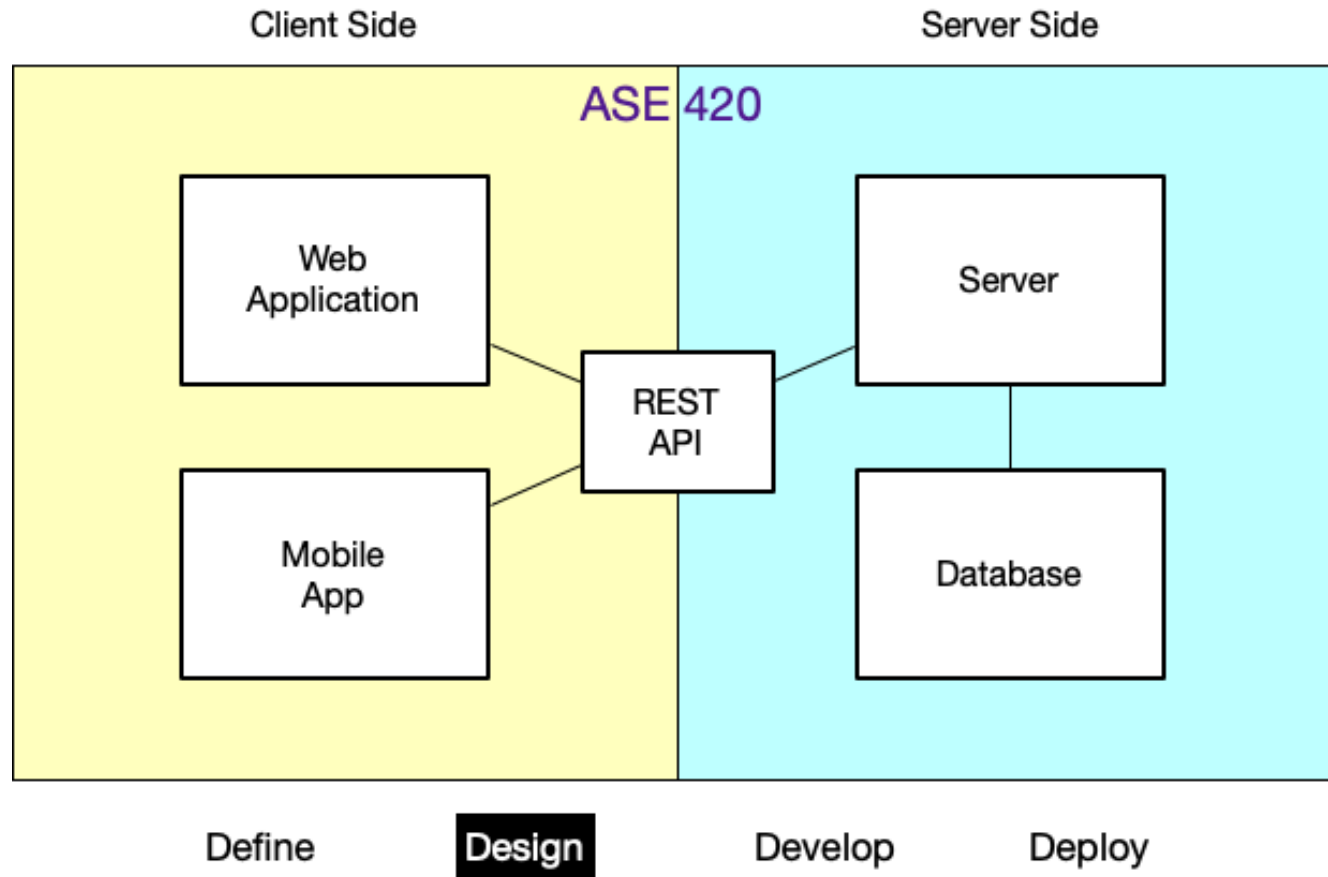
ASE 285 (SE + Security)



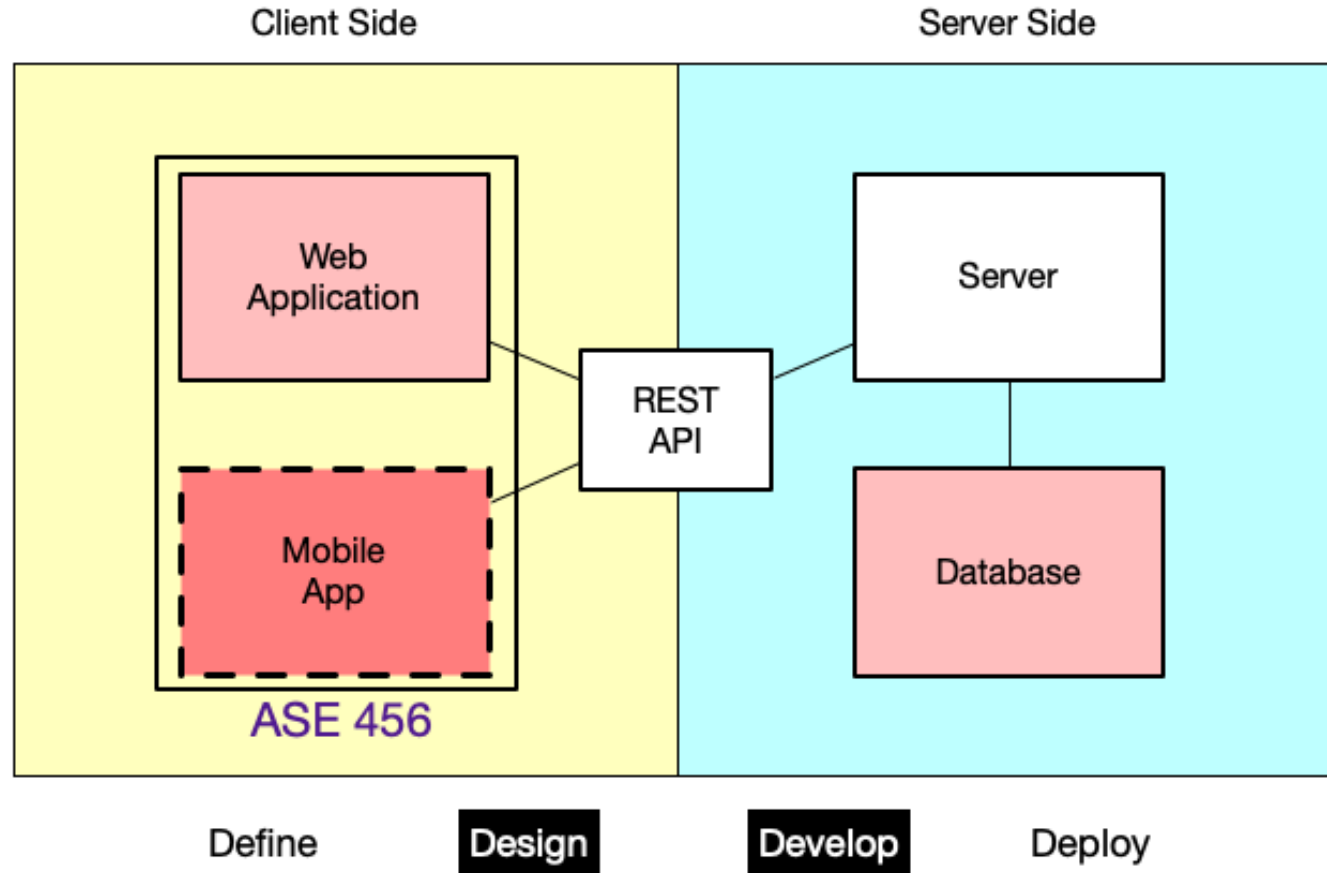
ASE 330 (UI/UX)



ASE 420 (Software Design)



ASE 456 (Crossplatform)



ASE 485 (Capstone)

