

Software Engineering

Software Engineering aims to cultivate application-oriented professionals for the emerging high-tech fields with the division of two training fields: cloud application development and big data. The training field of cloud application, based on Java EE, enables students to master all-platform application software development technology from cloud to client. The training field of big data enables students to master the basic methods of data analysis and mining, master the application development of the big data ecosystem and mainstream computing frameworks, and cultivate the design ability of big data analysis programs. The major highlights the practice characteristics of talent training and implements four-year continuous engineering practice. Adhere to the university's all-round education policy to cultivate students' theoretical basis and scientific literacy, relying on enterprises' engineering projects to cultivate students' job skills and professional quality, the major targets to forge a dual training system of school-enterprise cooperation with the timely update of knowledge and skills to meet the employment standards of modern enterprises.

List of Core Curriculum

1	Data Structure and Algorithm
2	Object-oriented Programming
3	Linear Algebra
4	Database
5	Discrete Mathematics
6	Principles of Computer Organization
7	Computer Network
8	Software Engineering
9	Operating System