



Utah System of Higher Education
Software Development
FY2026 / 21 Credits (630 Clock-Hours)

Foundational Courses

TESD 1050 Job Seeking Skills

1 Credit / 30 Clock-Hours

Job Seeking Skills explores how to prepare and successfully apply to potential career opportunities. During this course, you will be presented with essential job-seeking skills needed to find gainful employment.

Objectives:

- Create a professional resume, cover letter and reference sheet.
- Utilize online tools successfully to create an e-portfolio.
- Expand and develop networking skills.
- Utilize online resources effectively to find job openings.
- Demonstrate the ability to fill out job applications in a professional manner.
- Perform successfully in a job interview.
- Demonstrate appropriate follow-up procedures.

TESD 1100 Client-side Web Development

4 Credits / 120 Clock-Hours

Client-Side Web Development provides experience developing websites using current standards and technologies. Students will be exposed to modern scripting and the Document Object Model (DOM) of web pages. Students will create functional websites, making them interactive and dynamic.

Objectives:

- Implement common HTML tags in a functional coding format to create a Web site using current standards and technologies.
- Demonstrate the ability to upload and publish a web page on a web server.
- Investigate web scripting and the HTML DOM / Manipulate the DOM using web scripts.
- Use web hosting service to deploy a website.
- Explore best practices in modern responsive website design.

TESD 1400 Computer Programming

4 Credits / 120 Clock-Hours

In Computer Programming, students will use critical thinking, and problem-solving skills as they practice basic programming constructs including selection, repetition, classes and methods, string processing, and array structures. Students will be introduced to version control on their code projects.

Objectives:

- Describe object-oriented programming.
- Practice using procedures, methods, and functions.
- Create and use classes.
- Apply structured programming techniques.
- Utilize Version Control.



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TESD 1500 Database Development

4 Credits / 120 Clock-Hours

Database Development provides students a fundamental introduction to database concepts and query languages used in database management systems. Students will design and implement simple databases, and utilize queries to retrieve, store, and update data in these databases.

Objectives:

- Recognize core database concepts.
- Describe database objects: data types, views, and stored procedures.
- Utilize basic SQL to interact with databases.
- Explain data storage concepts: normalization; primary, foreign, and composite keys; and indexes.
- Use basic information assurance and database security concepts.

TESD 1700 Server-side Web Development

4 Credits / 120 Clock-Hours

Server-side programming explores delivering a customized user experience. This course combines the skills of programming, client-side development, and relational database management to create and manage dynamic web-based content. Students will be exposed to using, creating, and testing web APIs.

Objectives:

- Implement server-side programming to serve the client-side development.
- Demonstrate proper syntax, patterns, data structures, and functional usage of server-side language.
- Connect and utilize database.
- Develop controls and event-handling procedures.
- Apply server-side concepts and techniques to create, manage, and use dynamic web pages.
- Employ API testing and development.

TESD 1800 Software Development

4 Credits / 120 Clock-Hours

In this course, students will explore the Software Development Life Cycle. Students will test code, practice searching, sorting, building data structures, using generic objects and collections, and asynchronous processing. Students will be exposed to modern project management styles.

Objectives:

- Practice project management techniques.
- Design feature specification for software.
- Apply Code Design patterns.
- Design code using common data structures.
- Explore the Software Development Lifecycle.



Supplemental Courses Varies by Institution

Bridgerland

TESD 1000 Frontend Framework

3 Credits / 90 Clock-Hours

The Frontend Framework course equips students with the skills and knowledge necessary for proficient development of modern web applications using cutting-edge frontend frameworks. Frontend Framework focuses on empowering students with the tools and techniques essential for building dynamic, responsive, and user-friendly interfaces.

Objectives:

- Identify the role of frontend frameworks in website development.
- Create responsive user interfaces.
- Utilize component-based architecture.
- Demonstrate proper use of state management.
- Implement optimization and security best practices in a frontend framework.

TESD 1010 Backend Framework

3 Credits / 90 Clock-Hours

The Backend Framework course empowers students with the expertise required to build robust and scalable server-side applications. This course delves into the intricacies of backend frameworks, providing students with the skills and knowledge needed to architect, implement, and maintain powerful backend systems.

Objectives:

- Identify the role of backend frameworks in website development.
- Integrate and manage databases using a backend framework.
- Create & consume Application Programming Interfaces (APIs).
- Construct authentication and authorization processes to verify users using a backend framework according to industry standards.
- Implement optimization and security best practices in a backend framework.

TESD 1110 Prototyping and Design

3 Credits / 90 Clock-Hours

The Prototyping and Design course empowers students with the skills and knowledge needed to create compelling, user-centric designs and functional prototypes. In this course, students learn industry-standard design principles, tools, and methodologies to transform conceptual ideas into visually appealing and interactive software solutions.

Objectives:

- Prototype user experience (UX) for web and mobile development.
- Create a site map for project planning.
- Implement graphic design principles including color, typography, and layout.
- Create a cohesive website design using creative thinking and brainstorming methodologies.
- Utilize industry-standard software used for graphic design to create website mock-ups.



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TESD 1510 Content Management Systems Essentials

3 Credits / 90 Clock-Hours

The Content Management System Essentials course equips students with the essential skills to create, customize, and manage dynamic websites using a content management system (CMS). From basic website setup to advanced customization, students gain hands-on experience to become proficient CMS users.

Objectives:

- Properly install a content management system program.
- Create a website using a content management system platform.
- Utilize plugins and themes to improve site functionality.
- Secure a website using content management system security features.
- Develop a website using content management system themes.

TESD 1900 Fullstack Integration

3 Credits / 90 Clock-Hours

The Fullstack Integration course bridges the gap between frontend and backend development, creating well-rounded fullstack developers. This course empowers students with the expertise to seamlessly integrate frontend and backend components, resulting in cohesive and fully functional web applications.

Objectives:

- Identify the integration of frontend and backend framework's role in website development.
- Integrate and manage databases across the stack.
- Create & consume Application Programming Interfaces (APIs).
- Construct authentication and authorization across the stack.
- Implement optimization and security best practices across the stack.

TESD 2835 Software Development Capstone

3 Credits / 90 Clock-Hours

The Software Development Capstone course combines all of the components from the student's chosen track into a capstone project that can be used in their portfolio. Students who complete this course are able to complete a simple project from the proposal stage all the way to presenting their finished product.

Objectives:

- Create a proposal for a project of the student's choice.
- Establish and meet project deadlines.
- Organize and Manage project resources, such as files, media, APIs, or databases.
- Build on previous knowledge by utilizing additional learning resources.
- Develop a project with instructor input.



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TEDA 1030 Python Programming

3 Credits / 90 Clock-Hours

The Python Programming course introduces the Python programming language. Topics include basic Python syntax, procedural programming concepts, data types, decision and control structures, working with data analytics-related Python libraries, and creating and running functions. Students use both command prompt and industry standard integrated development environments (IDEs) to create and run their Python code. Students completing this course are able to perform basic tasks in Python related to the work of the entry-level data practitioner.

Objectives:

- Demonstrate competency using an interactive development environment to write Python code.
- Write basic Python code to structure, clean, and analyze data.
- Demonstrate competency with conditionals for decision and control structures and data modifications.
- Demonstrate proficiency with for loop and while loop coding.
- Demonstrate proficiency with data types and functions for analysis and use of data.

Davis

TESD 1410 C++ Programming I

4 Credits / 120 Clock-Hours

This course introduces students to the C++ language and object-oriented programming. Students will practice critical thinking, problem solving skills, and basic testing processes as they are introduced to basic C++ programming constructs including selection and repetition controls, classes and methods, string processing, array structures, input and output, searching, sorting, and vectors.

Objectives:

- Create and use basic C++ programs.
- Incorporate selection and repetition controls in C++ programs.
- Practice using functions, classes and objects, and vectors.
- Demonstrate searching and sorting algorithms in arrays and vectors.
- Include pointers in C++ programs.
- Demonstrate use of C-strings and strings in C++ programs.

TESD 1411 C++ Programming II

3 Credits / 90 Clock-Hours

This course gives students more experience in intermediate C++ programming language and object-oriented programming constructs, such as data abstraction and inheritance. As students complete this course, they will develop competency in pointers, virtual functions, abstract classes, templates, exception handling, recursion, and data structures.

Objectives:

- Create and use classes with inheritance, aggregation, and composition.
- Include virtual functions, abstract classes, and pure virtual functions in C++ programs.
- Practice advanced file and I/O operations with random access files.
- Include recursion in C++ programs.
- Use template functions to handle multiple data types.
- Practice exception handling.
- Include functions in the Standard Template Library in C++ programs.
- Incorporate pointers in C++ programs.
- Demonstrate the use of linked lists, stacks, queues, and binary trees.



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TESD 1640 Mobile Development

4 Credits / 120 Clock-Hours

This course introduces students to programming technologies, design and development related to mobile applications. Topics include accessing device capabilities, industry standards, operating systems, and programming for mobile applications. Students will work on multiple projects producing professional-quality mobile applications.

Objectives:

- Use a modern programming framework to create mobile apps.
- Use navigation between screens in an app.
- Utilize native features like the camera and maps.
- Add style to objects and components on multiple screens in apps.
- Work with local storage and connect with databases for long term storage.

TESD 1930 Introduction to DevOps

1 Credit / 30 Clock-Hours

The Introduction to DevOps course will expose students to DevOps's cultural mindset and tools. Students will practice creating containers for software applications to run in for fast deployment and frequent releases. Students will practice managing multiple containers with current industry technology during this course. Students will explore how Continuous Integration and Continuous Delivery are integral parts of the software application life cycle.

Objectives:

- Explore how DevOps (Development Operations) fits in the Software Development Life Cycle.
- Practice creating and using software containers.
- Experience orchestrating multiple containers with container management software.
- Explore Continuous Integration and Continuous Delivery (CI/CD).

TESD 2840 Capstone Project

4 Credits / 120 Clock-Hours

The capstone course allows students to demonstrate how the knowledge and skills learned through the Software Development program can be applied to solving real-world business problems. Individually or in a small group, students will find a real-world business problem to solve. Students will research and understand the business case. Creating a scope for the project and setting the timeline for the deliverables. Then develop the solution according to the plan. At the completion of the project, the individual or team will present their capstone project to the Software Development class.

Objectives:

- Demonstrate knowledge and skills learned in the Software Development program.
- Work collaboratively with a team or user to develop a software project.
- Solve a real-world problem.
- Research and understand a business case that software can solve.
- Practice program management.
- Present project to an audience.



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TESD 2851 Special Project I

1 Credit / 30 Clock-Hours

This course provides students the opportunity to continue their learning in a specific area, explore an area which is not currently available as part of their current training plan, or otherwise not covered by the ongoing Software Development program course offerings. Coursework will consist of instructional activity and/or a significant professional project that is logically consistent with the content of the student's program of study or a special project guided and evaluated by a member of the Software Development faculty.

Objectives:

- Explore advanced skills used in the Software Development workplace via a special project and instruction related to a student's career goals.

TESD 2852 Special Project II

2 Credits / 60 Clock-Hours

This course provides students the opportunity to continue their learning in a specific area, explore an area which is not currently available as part of their current training plan, or otherwise not covered by the ongoing Software Development program course offerings. Coursework will consist of instructional activity and/or a significant professional project that is logically consistent with the content of the student's program of study or a special project guided and evaluated by a member of the Software Development faculty.

Objectives:

- Explore advanced skills used in the Software Development workplace via a special project and instruction related to a student's career goals.

TESD 2853 Special Project III

3 Credits / 90 Clock-Hours

This course provides students the opportunity to continue their learning in a specific area, explore an area which is not currently available as part of their current training plan, or otherwise not covered by the ongoing Software Development program course offerings. Coursework will consist of instructional activity and/or a significant professional project that is logically consistent with the content of the student's program of study or a special project guided and evaluated by a member of the Software Development faculty.

Objectives:

- Explore advanced skills used in the Software Development workplace via a special project and instruction related to a student's career goals.

TESD 2914 Software Development Externship

4 Credits / 180 Clock-Hours

This course provides an opportunity for Software Development students to gain professional exposure to the technologies learned in the program through internship, externship, or job-shadowing, as determined by employer-college relationships.

Objectives:

- Experience a real-world software development.
- Practice developing software as a team.
- Report to a project manager with task progress.
- Practice time management.
- Work in a live production environment.



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Ogden-Weber

TESD 1030 Foundations of Computing

4 Credits / 120 Clock-Hours

This course provides a solid foundation in computer science topics with industry applications. In this course there is no expectation of a computing background. It introduces concepts such as ethical issues in computing, networks, operating systems, databases, problem solving and programming.

Objectives:

- Describe historical implications of computing.
- Describe social implications of computing.
- Explain computing security.
- Explain computing ethics.
- Identify computer architectures.
- Explain networks.
- Describe the internet.
- List database fundamentals.
- Describe numbering systems.
- Explain data representations.
- Identify data structures.
- List operating systems.
- Identify file structures.
- Define the human-computer interface.
- Explain problem solving.
- Describe debugging.
- Explain software engineering.

TESD 1040 Software Development Math

1 Credit / 30 Clock-Hours

This course teaches students the essential concepts of mathematics including algebra that Software Developers use. Using the skills developed through this course, students will be able to face the logical and mathematical challenges that programming represents.

Objectives:

- Demonstrate algebra concepts and explain their use in programming.

TESD 1136 JavaScript

2 Credits / 60 Clock-Hours

This course covers the basics of JavaScript and concludes with an overview of essential libraries and tools. JavaScript is extensively used in web development for creating interactive content. Throughout this course, students will learn about JavaScript's features and its application in modern web development.

Objectives:

- Demonstrate use of Variables, Conditionals, Arrays, Functions, and objects in JavaScript.
- Use the Document object Model (DOM) to control HTML structures.
- Create applications using Node, Express.
- Demonstrate consuming web Services.



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TESD 2830 Capstone Project

2 Credits / 60 Clock-Hours

This course provides an opportunity to complete a significant programming project from the design phase through implementation with minimal instructor support. Emphasis is placed on project definition, testing, presentation, and implementation. This course will explore how to complete a project from the definition phase through implementation.

Objectives:

- Demonstrate time management principles.
- Demonstrate the ability to meet deadlines for regular deliverables.
- Demonstrate appropriate customer relations with regard to project changes including scheduled updates, revisions, etc.
- Present the capstone project using applicable presentation skills.

Southwest

TESD 1180 Advanced Web Development

4 Credits / 120 Clock-Hours

This course covers advanced web development and helps students understand some common frameworks available to web developers. Advanced layouts and styling will be taught to help websites look more professional. Students will create a few different types of websites to help them understand how these different websites are used by companies worldwide.

Objectives:

- Use advanced CSS to create responsive websites.
- Explain common frameworks used in web development.
- Implement several different types of websites commonly used by companies.
- Practice deploying websites on live web servers.

TESD 1420 Advanced Java Programming

4 Credits / 120 Clock-Hours

This course covers advanced Java programming concepts such as generics, data structures, search trees, and advanced JavaFX design and implementation. Students will gain a sound understanding of in-depth Java programming and will use their skills to create an advanced JavaFX layout utilizing these concepts.

Objectives:

- Explain generics and how they are used.
- Explore common data structures.
- Work with search trees and common data related to them.
- Build a useful JavaFX layout using advanced Java programming concepts.



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TESD 1430 Python Programming

4 Credits / 120 Clock-Hours

Python Programming integrates your previous programming experience with the Python syntax. While in this course, you will create programs involving graphics, image manipulation, GUIs, simple networked client/server applications, and stacks.

Objectives:

- Explain procedural abstraction in function definitions.
- Manipulate graphics and image processing.
- Implement networks and client/server programming.
- Use events and event-driven programming.
- Create and apply stacks and lists.

TESD 1600 Android App Programming

4 Credits / 120 Clock-Hours

Android apps are used constantly by mobile users throughout the world. Understanding how these apps work and are programmed is a highly sought-after skill in today's job market. Our Android App Programming course covers core concepts to help students create working Android apps. Building a reliable app that uses several Android App API's will give students the job ready skills they need.

Objectives:

- Develop a user interface using different types of controls.
- Explore user input, variables, and operations.
- Use lists, arrays, and Web browsers in an Android app.
- Include audio such as music in Android apps.
- Create an Android app that requests, stores, and modifies data for multiple activities.

TESD 1610 IOS App Programming

4 Credits / 120 Clock-Hours

IOS apps are used by many users throughout the world today. Using Swift and Xcode, students will learn how to build working IOS apps. This course will also help students debug and test their IOS apps as they learn layouts, controllers, and functions that explore the Apple devices these apps will be deployed on.

Objectives:

- Discuss design and color theories.
- Use Sketch to build app designs.
- Navigate Xcode.
- Design in Swift Playground and Xcode Storyboard.
- Explain different controllers and how to use them.



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TESD 1620 Computer Game Programming

4 Credits / 120 Clock-Hours

Our computer game programming course covers a wide range of skills used by computer game programmers every day. We explore many different aspects of computer games including working with images, using databases in games, animations, and developing an efficient game loop. Students will develop a working game using many programming skills already learned throughout their courses such as objects, functions, and loops.

Objectives:

- Explain game loops and how to efficiently set them up.
- Work with assets such as images and sounds.
- Build effective animations.
- Fine tune the user experience and create a working game.

TESD 2860 Final Advanced Project

4 Credits / 120 Clock-Hours

Students will plan out a project of their choosing utilizing their development skills. The project will cover the concepts they have learned throughout their courses. A presentation will be made to a group to show others the finalized project.

Objectives:

- Plan a development project that uses previously taught skills.
- Develop a website/program/app to be used by a user/company.
- Present the finalized project to a group.

Tooele

TESD 1020 Cloud Computing

3 Credits / 90 Clock-Hours

This course provides an introduction to cloud computing. The course includes best practices for industry standards in cloud computing, understanding the difference between popular cloud platforms including AWS, Microsoft Azure, Google cloud and others, and will describe the different cloud service models.

Objectives:

- Compare the differences between cloud computing and local servers.
- Demonstrate coding for different operating systems
- Explain emergent trends in cloud computing.
- Recognize differences in hybrid, multi-cloud, and serverless computing.
- Complete an architecture cloud computing final project.

TESD 1440 C# Programming I

3 Credits / 90 Clock-Hours

This course introduces students to the C# language and object-oriented programming. Students will practice critical thinking, problem solving skills, and basic testing processes as they are introduced to basic C# programming constructs including selection and repetition controls, classes and methods, string processing, array structures, input and output, searching, sorting, and vectors.

Objectives:

- Create and use basic C# programs.
- Incorporate selection and repetition controls in C# programs.
- Practice using functions, classes and objects, and enums.
- Demonstrate searching and sorting algorithms in arrays.



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TESD 1441 C# Programming II

3 Credits / 90 Clock-Hours

This course will help students understand more complex uses of the C# language, building their skills in many diverse projects, utilizing frameworks, object-oriented programming, alongside some personal projects that students will build to display competencies in using the C# language.

Objectives:

- Explain advanced object-oriented programming.
- Build a project using frameworks and software tools.
- Build complex projects with many moving parts.
- Use C# in the web development.
- Create a CRUD application using C#.

TESD 1810 Unit Testing and DevOps

2 Credits / 60 Clock-Hours

The goal of this course is to give the students a basic understanding of how to build, run, and use Jest to test their code. It will also teach students how the life cycle of unit testing works and why we use it in modern code practices today. The other goal is to help them mock and test core business logic in a practical way. This will also include some important material on how to include additional tooling using DevOps.

Objectives:

- Install and run a unit test using Jest.
- Explain the unit test life cycle of unit testing.
- Write good tests and explain what bad tests look like.
- Test the integration of the code.
- Test the DOM and frontend.

TESD 2870 Capstone Project

2 Credits / 60 Clock-Hours

The goal of this course is to allow students to demonstrate the skills they have learned from the core content and apply it to a real-world project. This project will give guidelines for students to put together their real-world project. It will have minimal instructor support alongside the emphasis on time management, testing, and presentation.

Objectives:

- Demonstrate programming skills learned.
- Demonstrate time management skills.
- Present a real-world solution to a real-world problem.
- Display schedule planning skills with updates, revisions, versioning and more.