



2021—2022 Course Catalog

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ABOUT

Devmountain was founded with a mission to offer the most accessible and impactful coding programs in the country. Devmountain began in the heart of the Wasatch Mountains in 2013, founded by fellow coders in Provo, UT.

In 2019, Devmountain became part of Strayer University. Strayer University is proud to offer Devmountain programs remotely online, and at campuses in Lehi, UT and Dallas, TX.

Through our non-degree Devmountain programs, Strayer University brings affordability to the highest quality, hands-on education focused on the technical skills needed for today's fast-paced high-tech industries. Our instructors are passionate about sharing their craft and empowering the next wave of programmers, entrepreneurs and designers. Our high impact, hands-on, project-based curriculum supports students in attaining the foundational knowledge to launch their careers, build their startups, and achieve their goals.

FACILITIES AND EQUIPMENT

Computers and handheld devices are not provided, although rental programs are possible when available and only through individual request. We recommend that students have a computer that is four years old or newer, 250 GB Hard Drive or Solid-State Drive, 8 GB RAM, Dual core processor. Computers and handheld devices are not provided.

INSTRUCTIONAL LEADERSHIP

Mary Enxuto, VP of Education

With over 7 years in coding bootcamps, Meggie is a passionate educator and software engineer. While you won't see her in the classroom often, she is working behind the scenes with education staff and leaders on curriculum and student success. Meggie has a bachelor's degree from UC Berkley and is a graduate of Hackbright Academy.

Karl Pfister, Lead Program Director

Karl Pfister manages and coordinates all of the iOS Development programs and curricula at Devmountain. Karl has been doing iOS development for the past two four years and is a graduate of Devmountain's iOS Development program. Prior to joining Devmountain Karl worked as the Market trainer for Apple Inc. He was responsible for creating a culture of learning and communication, leading any formal training created by Apple, and fostering the Apple culture for all new employees. As an iOS developer he has worked on multiple projects in the Utah valley.

Cameron Stuart, Lead Instructor

Cameron is a graduate of Devmountain's iOS Development program. Prior to Devmountain, Cameron worked as an iOS Developer for Mears Transportation (primary supplier of transportation for Disney World). Before that, Cameron spent 12 years as a Production Manager, managing 30+ employees as well as providing technical oversight. Additionally, Cameron has provided Web Development and maintenance for multiple websites.

All other instructor and staff profiles can be found at <https://Devmountain.com/about>.

POLICIES

Tuition and Fees

Cohort Deferral Fee	\$100	
Student Tuition Recovery Fund (STRF) Fee (non-refundable) -- CA Residents only	\$.50 per every \$1,000 in institutional charges	
Program Tuition	Remote	In-person
Tuition Deposit ¹ (non-refundable)	\$149	\$149
Data Analytics Full-time	\$7,900	<i>Not currently available</i>
Web Development Full-time	\$7,900	<i>Not currently available</i>
Software Engineering (Java) Full-time	\$7,900	<i>Not currently available</i>
Software Engineering (Python) Full-time	\$7,900	<i>Not currently available</i>
iOS Development Full-time	\$7,900	\$8,900
UX Design Part-time	\$7,900	<i>Not currently available</i>
Software QA Part-time	\$4,900	<i>Not currently available</i>

¹Tuition deposit is included in the program tuition. There are no fees for application, registration, supplies, equipment, tutoring, or graduation. Some programs may require the purchase of supplemental books, materials, licenses, etc.

There are no finance or interest charges for check payments; payment via third-party credit or lenders subject to their terms and conditions, which may include interest and/ or service charges and fees.

Deposit and Tuition Payment

A non-refundable tuition deposit is required to be paid within seven days of acceptance. If tuition deposit is not received within seven days, the student will be dropped from the cohort. If payment is made after seven days, readmission to the cohort will be allowed on a space-available basis, or a student may be deferred to a future cohort.

Full program tuition, or payment arrangements with a partner lender, is due by the first day of class.

Please refer to your student portal for your current tuition balance.

Financial Assistance

Strayer University's Devmountain programs are not eligible for in federal or state financial aid.

Third party coding school financiers Climb and Ascent may provide third party financing for Devmountain programs. These partners determine risk based on credit history and individual applications and questionnaires. Financing terms and payment schedules vary by partner and program. See <https://devmountain.com/financing> for more information. Students are under no obligation to use Climb or Ascent. Strayer University does not offer direct financing or payment plans to students.

Scholarships

Strayer University offers a variety of scholarships to DevMountain program students. Eligibility requirements apply, see scholarship.devmountain.com for available scholarships and application requirements.

Cohort Deferral

Students who wish to defer to a later cohort should contact their admissions counselor or email admissions@devmountain.com at least four weeks prior to the cohort start date. Students who request a deferment less than four weeks prior to the start date must pay a \$100 Cohort Deferral Fee. The fee is due within seven days of submitting the deferral request to ensure space in the next cohort. If payment is made after seven days, admission to the cohort will be allowed on available capacity.

Cancellation and Refund Policies

Cancellation of Application

If at any time prior to acceptance the student decides to cancel his or her application, he or she will be refunded 100 percent of any fees and tuition paid. After the interview process and immediately preceding acceptance, the student has seven days to decide whether to enroll in the course and pay the initial tuition deposit. If tuition deposit is not received within seven days, the student will be dropped from the cohort. If payment is made after seven days, readmission to the cohort will be allowed on a space-available basis, or a student may be deferred to a future cohort.

Early Program Cancellation

A student has three business days in which to cancel his or her application and receive a full refund of all fees and tuition paid. This cancellation period extends until midnight of the third business day after a student (1) signs an enrollment agreement, or (2) pays the tuition deposit or any portion of the tuition, whichever comes later.

Early Program Cancellation (Alabama, Georgia and South Carolina and the Commonwealth of Virginia)

Prior to the beginning of classes, applicants in the states of Alabama, Georgia and South Carolina and the Commonwealth of Virginia are entitled to a full refund of all tuition and fees if they request the same within three business days (five calendar days for Virginia students not enrolled through any Virginia campus) after making payment to the university.

Tuition Refunds

After the early program cancellation period, your deposit is non-refundable. Students who voluntarily withdraw or are dismissed due to violations outlined under the [Withdrawal](#) policy will be responsible for tuition based on the date of their withdrawal as follows:

1. Before the beginning of classes, the student is entitled to a refund of 100% of the tuition, less the non-refundable tuition deposit.
2. After the commencement of classes, the tuition refund, less the non-refundable tuition deposit, shall be determined as follows:

% of Class Hours Completed:	% Tuition Refunded to Student
Up to 57% of the program	Prorated
After completing more than 57% of the program	No refund

If a student attends class in more than one cohort, the percent of Class Hours Completed will be determined by the overall total portion of the program that has been completed.

Refunds will be issued within 30 days of notification.

Admission Requirements

Applicants must be at least 18 years of age or older on or before the class start date. Applicants must complete the admission application and complete all admission requirements:

1. Select desired cohort and complete the online application.
2. Schedule a telephone interview with a member of the Admissions team. As part of the telephone interview, applicants are evaluated on prior relevant experience and familiarity with basic technical skills.
3. No minimum education level is required for acceptance into a Devmountain program; however, applicants must complete a Devmountain program challenge or skill review exercise, which is designed to test an applicant's abilities in the program that is being applied for. Points are awarded for successful completion of each exercise (as determined by each program's rubric).

Upon completion of the application steps, the Admissions team evaluates each applicant and his/her abilities, aptitude, and general likelihood of success in a Devmountain program. If a student is accepted, he or she will receive an acceptance email with their Student Agreement, instructions to complete the pre-course/preparatory material, pay the tuition deposit, and how to arrange to begin attending class.

Transfer of Credit

Strayer University does not accept any previous credit earned at other educational institutions or transfers of credit from previous trainings for application to Devmountain programs. Prior credit with an educational institution is not required to succeed in a Devmountain program.

The Devmountain program is entirely competency/skills based. The transferability of the coursework to another institution is solely at the discretion of that institution.

Attendance and Absence

Students are required to attend every session of class, and be present for the entire session period, unless approved by the Lead Instructor beforehand. Students are responsible for their own attendance and no institutional assistance is given to individuals who have to miss class sessions for any reason. If a student misses 14 class hours, they will be considered to be on probation, if they miss 21 hours without cause, they will be dismissed from the program. Students who are dismissed may re-apply and be considered for re-admittance (see [Readmission](#) policy). No make-up work is permitted unless previously authorized by program directors or administrators on a case-by-case basis.

Satisfactory Progress and Probation

Each Devmountain class is progressive and cumulative, and we enforce strict standards of progress. Student Success personnel and daily reporting and assessment mechanisms allow administrative faculty a high level of transparency into the progress of each student. If a student fails any course (see [Grading](#) policy), he or she will be placed on probation and offered remedial assistance.

If a student returns at a time when classes are no longer available, Strayer University will offer commensurate accommodations in another state or if nothing comparable is available, a pro-rated or full refund will be provided, as applicable according to the [Refund Policy](#).

Readmission

Students who defer to a future cohort due to unsatisfactory progress may not be readmitted to a future cohort for at least 90 days, upon approval of the Lead Instructor. Students will need to demonstrate that they are prepared to maintain satisfactory progress before readmission will be granted.

Students who are dismissed for other reasons may re-apply to Devmountain and may be considered for re-admittance unless otherwise dictated by the terms of the student's termination.

Grading

Strayer University does not assign letter grades or numeric scores for Devmountain coursework. Students are tracked on performance and are issued a pass/fail status for each course by program instructors and administrators. In order to pass a course, students must demonstrate all required competencies within a course, if a student does not meet course expectations as defined and cannot demonstrate mastery of the published competencies, they will be issued a "Fail" status and may be placed on probation or will be asked to defer to a future cohort.

Successful completion of a course ("Pass") is demonstrated through personal or group projects. Project scope is determined by student/mentor/lead instructor collaboration and is assessed on quality and completeness, use of the subject areas covered, and holistic impact and depth.

Code of Conduct

Strayer University requires that all Devmountain students and graduates conduct themselves with dignity, professionalism, and to treat their fellow students and staff in a manner that is respectful, honest, and ethical. Students are expected to complete projects by the given deadlines, and if attending class in person, clean their workstations daily, treat the class locations with respect, not install software of any kind on Strayer University computers without permission, and refrain from smoking (including e-cigarettes) at any Strayer University location.

Students engaging in conduct that Strayer University finds to be dishonest, disrespectful, disruptive to the learning or living environment, or unlawful will be subject to removal from the program. Violations of this policy include, but are not limited to:

- Plagiarism
- Use of illegal drugs/substances, or being disruptive, disorderly, or intoxicated
- Discrimination
- Threatening, harassing or violent behavior
- Theft or intentional destruction of physical or intellectual property
- Criminal activity

Students and staff should report suspected violations of the Code of Conduct to the Campus Director, or designee. Strayer University will notify the student alleged of having violated the Code of Conduct and allow that student an opportunity to respond to the allegation. Strayer University will then review the incident and issue a written determination. Students found to have violated the Code of Conduct may receive sanctions up to and including dismissal. Strayer University's decision is final and not subject to further review.

Discrimination, Harassment and Assault

Strayer University is committed to providing a learning environment free of discrimination, harassment, and assault. Strayer University does not tolerate harassment, assault, or discrimination based on gender, gender identity, age, race, color, national origin, religion, disability, sexual orientation, veteran status, or marital status.

Retaliation against any person for reporting an alleged violation or participating in the investigation is also prohibited. Anyone may report an alleged violation of this policy to the Campus Director, or designee. Strayer University will notify the person(s) alleged to have violated this policy and allow that person the opportunity to respond to the allegation. Strayer University will then review the incident and issue a written determination. Students found to have violated this policy may receive sanctions up to and including dismissal. Strayer University's decision is final and not subject to further review.

In addition, any voluntary romantic or sexual relationship between a student and a Strayer University employee who is in a position of authority with respect to the student constitutes prohibited conduct under this policy and should be reported to Strayer University. If Strayer University determines such a relationship exists, Strayer University will adjust the employee's position of authority to eliminate the existence of the prohibited relationship.

Withdrawal

Students will be dismissed if they violate the policies set forth in the Catalog, including the [Attendance and Absence](#), [Code of Conduct](#), and [Discrimination Harassment and Assault](#) policies, or if they fail to maintain [Satisfactory Progress](#). Students who are dismissed may re-apply to be considered for re-admittance unless otherwise dictated by the terms of the student's termination (see [Readmission](#) policy).

Student Grievances and Complaints

Initial Resolution Process

Before filing a formal complaint or grievance, a student is encouraged to make a good faith effort to confer with the party against whom he or she has a grievance in order to achieve a fair and reasonable resolution to the grievance by informal means.

Formal Resolution Process

If the student does not receive an adequate resolution, he or she may submit a formal grievance to the Campus Manager, or designee. This information must include:

- The individual(s) against whom the grievance is directed.
- A brief description of the grievance, including the date(s), time(s), and place(s).
- Any efforts to resolve the matter during the initial resolution process
- The corrective action being sought.

The Campus Manager will review the grievance and will issue a decision and resolution to be implemented within five calendar days.

Formal Appeal Process

If either party chooses to appeal the Campus Manager's decision, he or she must submit a formal appeal request to the Executive Director, or designee. The appeal request must be submitted within three calendar days of being notified of the Campus Manager's decision.

Upon receiving the appeal request, the Executive Director will issue a decision to all involved parties within five calendar days. The decision of the Executive Director is final.

External Resolution Process

If the student's complaint cannot be resolved after exhausting the grievance procedures, the student may file a complaint with the following entities:

District of Columbia

District of Columbia Office of the State Superintendent of Education, Higher Education Licensure Commission, 810 First Street, NE, 2nd Floor, Washington, D.C. 20002, <http://osse.dc.gov/service/education-licensure-commission-elc-public-complaints>.

California

Bureau for Private Postsecondary Education. A complaint may be filed via the following form: https://bppe.ca.gov/forms_pubs/complaint.pdf or by contacting the Bureau's Enforcement Section: Bureau for Private Postsecondary Education, P.O. Box 980818, West Sacramento, CA 95798-0818, 888.370-7589.

Florida

Florida Commission for Independent Education: 325 W. Gaines St., Suite 1414, Tallahassee, FL 32399; 888-224-6684, <http://www.fldoe.org/policy/cie/file-a-complaint.stml>.

Georgia

Georgia Nonpublic Postsecondary Education Commission, 2082 E Exchange Pl. #220, Tucker, GA 30084-5334, 770.414.3300, <https://gnpec.georgia.gov/student-complaints>.

Texas

Texas Higher Education Coordinating Board: 1200 E Anderson Lane Austin, TX 78752, <https://www.highered.texas.gov/links/student-complaints/>. Or, students can contact the THECB Office of General Counsel, PO Box 12788, Austin, TX 78711, (512) 427-6101.

Utah

Utah Department of Commerce, Division of Consumer Protection: 160 East 300 South, Salt Lake City, UT 84111, <https://dcp.utah.gov/complaints.html>.

Student Records

All student academic and financial records are maintained by Strayer University and filed in a secure and safe manner in perpetuity. Official records will be provided to the student at no charge, upon request.

Graduation Requirements

Students are eligible for graduation upon successful completion of all program requirements, including coursework and projects, as described in the Catalog. Successful completion of program requirements is determined by completing and receiving a "Pass" status on all courses (see [Grading policy](#)).

Students who successfully complete all courses will be allowed to graduate and will be eligible to receive a Certificate of Completion on the last day of the cohort.

Current graduation data is available here: <https://devmountain.s3.amazonaws.com/www/files/devmountain-outcomes-report.pdf>.

Career Services

Strayer University provides Devmountain students in full-time and select part-time cohorts opportunities to participate in workshops and instruction, networking events (including hiring events), and after-class introductions and job leads as they become available, as appropriate. Current employment results are available here:

<https://devmountain.com/outcomes>.

Strayer University does not promise employment or any certain salary as a result of program completion.

FULL-TIME COURSE OFFERINGS

Foundations (Devmountain)

Prepares students with the core skills to launch a career in technology, providing a base level knowledge of a canonical technology stack, the software development lifecycle, and the primary activities of the major roles that participate in software development on a modern technology team. Students should have a demonstrable passion for technology, problem solving, and possess a strong work ethic. The course requires a strong understanding of content covered in the class. After completing the Foundations course, students select an 8-week specialization course: *Data Analytics*, *Front-end Web Development*, *Software Engineering (Java)*, or *Software Engineering (Python)*.

Course Length	Hours ¹	Weeks	Class Schedule ²
Full-time	280 hours	8 weeks	Monday – Friday, 9 am – 5 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total Hours
FN1 Agile and UX	Students learn about agile software methodology-- how teams of people build software iteratively and focusing on the end user. Students learn how to create user personas, do user research, and build prototypes. Students will learn modern web design best practices and how to create high quality mock-ups for software applications.	17.5	17.5	35
FN2 Coding Fundamentals	Students will learn basic programming syntax including data types, variables, conditional logic, loops, lists, and classes. They will learn how to use modern programming tools such as git, Github, the command line, and text editors. They will learn the core tenets of object orientation and how to design object-oriented programs.	17.5	17.5	35
FN3 Front End Web	Students solidify their understanding of how the internet works, including HTTP requests and responses, web browsers, web servers, and domain names. They write HTML and CSS syntax and create basic web pages. They manipulate HTML elements with Javascript code and create interactive web pages using event listeners. Students learn about how to send HTTP requests and handle responses in Javascript.	17.5	17.5	35
FN4 Data and Databases	Students learn basic Python syntax and create scripts that manipulate CSV files using Python. Students learn SQL syntax and create statements that select, modify, and update data in relational databases. Students solidify their understanding of data relationships and practice designing their own databases.	17.5	17.5	35
FN5 Back End Web and Security	Students discover the purpose of the back-end of web applications and manipulate code that handles requests on the back-end, learning how user input is handled using Javascript code. They explore and utilize REST API tools and design patterns. Students understand the role of cryptography in modern security best practices, including encrypted protocols and defensive web application security practices.	17.5	17.5	35
FN6 QA and Deployment	Students understand what deployment is and how to accomplish it using modern deployment technologies. Students learn about Quality Assurance processes as well as how to create well-tested software. They learn to automate manual user interface tests.	17.5	17.5	35
FN7 DevOps and Computer Science	Students learn about developer operations—the activities and responsibilities of DevOps teams, core concepts such as continuous deployment and production environments, and common technologies used to accomplish “devops”. Students understanding tools and concepts around error-tracing in production environments. Students learn traditional computer science data structures and algorithms, as well as a few practical computer science concepts including scalability, computer memory, and networking basics.	17.5	17.5	35

¹ Additional pre-course and independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

FN8 Conclusion and Portfolios	Students prepare to move into their next phase of role preparation by readying their personal portfolios with their experience from the foundations course. They create project summaries for their resume, create demo presentations to use for their digital portfolio, and participate in final course evaluations including a course reflection and final exam.	17.5	17.5	35
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Data Analytics (Devmountain) Specialization

Prepares students with the knowledge and skills to start a career as a Data Analyst, providing all requisite knowledge of data investigation, modeling, visualization, interpretation. The prerequisite for this course is successful completion of the Foundations course. Students should have a demonstrable passion for technology, problem solving, and possess a strong work ethic. The course requires a strong understanding of content covered in the class. After completing this course, students will be able to begin their job search and career as an entry-level Data Analyst. *Pre-requisite: Foundations Course.*

Course Length	Hours ¹	Weeks	Class Schedule ²
Full-time	280 hours	8 weeks	Monday – Friday, 9 am – 5 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total Hours
DA1 Python and SQL Fundamentals	Students review and extend their knowledge of the core languages of data analytics- Python and SQL. Students learn and practice using Python data types, control flow, conditional logic, and basic object orientation skills. Students review and solidify SQL querying skills, including creating, changing, and managing PostgreSQL databases. Lastly, students become proficient with tools and environments required for Python software projects.	17.5	17.5	35
DA2 Data Manipulation	Students learn and practice how to obtain data from existing databases and file systems. They practice transforming data into different formats and learn how to programmatically cleanse data so it is in a useful state for data analysis. Students learn to manipulate data in pure Python as well as using the Python pandas library.	17.5	17.5	35
DA3 Data Investigation	Students learn the skills to conduct investigation of dataset using the pandas library and Jupyter Notebooks. Students create basic and more intermediate data visualizations to visually inspect datasets. They conduct preliminary analysis of datasets by creating subsets and looking at basic plots and graphs. Students learn to document their investigation for team members and collaborators.	17.5	17.5	35
DA4 Data Synthesis	Students learn to make prediction and make decisions based on their data investigation, and further statistical methods. Students learn basic statistics and regression analysis to account for relationships between different data points. The practice explaining key insights of their prediction models, including blind spots, confidence, and possible future improvements.	17.5	17.5	35
DA5 Data Systems	Students solidify their ability to take broad business problems or questions and solve/answer them with data analysis. They practice translating complex problems into simpler terms by breaking them down into discrete data tasks and hypothesis. Students learn to create recommendations and diagrams for data pipelines in order to create new datasets for use in data analysis.	17.5	17.5	35
DA6 Capstone Projects 1	Students complete the first sprint of their capstone project which is an end-to-end data analytics project using an large, existing dataset. Students complete data cleansing, investigation, and visualization.	0	35	35
DA7 Capstone Projects 2	Students continue work on their capstone projects by creating predictions and regression analysis for their dataset within a Jupyter notebook. They create a case study and presentation intended for a semi-technical audience. They design and diagram a future data pipeline to improve their analysis.	0	35	35
DA8 Career and Job Search Prep	Students engage in practice interviews and learn about job search skills such as networking, salary negotiation, and behavioral interviewing. Students learn skills for being successful in their first jobs in the industry. Students get ready to graduate and receive final reviews and course evaluations.	17.5	17.5	35

¹ Additional independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

Web Development (Devmountain) Specialization

Prepares students with the knowledge and skills to start a career as a Web Developer, providing all requisite knowledge of front-end web component design, data flow, dynamic user experiences, and agile software development. The prerequisite for this course is successful completion of the Foundations course. Students should have a demonstrable passion for technology, problem solving, and possess a strong work ethic. The course requires a strong understanding of content covered in the class. After completing this course, students will be able to begin their job search and career in an entry-level Front-End Developer. *Pre-requisite: Foundations Course.*

Course Length	Hours ¹	Weeks	Class Schedule ²
Full-time	280 hours	8 weeks	Monday – Friday, 9 am – 5 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total Hours
WD1 Javascript Deep Dive	Students review and extend their knowledge of the Javascript language, learning all modern ES6 Javascript practices and idioms. They review and deepen their HTML and CSS knowledge to include element positioning, fonts, text-align, and more.	17.5	17.5	35
WD2 Browser and Object Orientation	Students deepen their understanding of the browser environment and practice advanced event handling such as DOMContentLoaded and stopPropagation. Students practice intermediate DOM manipulation to change and create groups of elements with common traits. Students learn and practice advanced object orientation with Javascript including the proper use of contexts and the apply() method. They also learn to create and properly utilize arrow functions.	17.5	17.5	35
WD3 React	Students undergo in depth training in the React.js front end framework, including components, state, component lifecycle, hooks, and data flow. Students continue their learning into React by learning to create axios HTTP requests from React applications in order to incorporate relational data into the front end. Students also learn basic Node/Express back end concepts to properly orient their front-end work.	17.5	17.5	35
WD4 Front End Debugging	Students learn debugging skills that are specific to front-end web development. Students learn to use debugging tools within the Chrome Developer Console as well as the Visual Studio Code IDE. Students learn broad utilities of the Chrome Developer Tools including the Network and Sources tabs. Students can rapidly triage problems with their code and implement a variety of debugging strategies.	17.5	17.5	35
WD5 Advanced React and Redux	Students learn to use the ReactRouter library to implement the core features of single page web apps. They learn to use routers, hash routers, links, and switches. Students learn about advanced HTML/CSS tools-- media queries and animations. Students become competent with basic Redux to simplify data flow within their React applications.	17.5	17.5	35
WD6 Capstone Projects 1	Students complete the first sprint of their capstone projects which are fully-functioning, single page, responsive and interactive web applications based on minimal node/express back end apps with existing databases. Students complete a Minimum Viable Product that has 2-3 core features and basic functionality for an end user. Their MVP should include full CRUD capabilities on the front-end of their web application.	0	35	35
WD7 Capstone Projects 2	Students continue work on their capstone projects by extending their application's functionality by 2-3 features. Students ensure their projects have advanced front-end components that showcase their specialized skills in developing engaging and seamless user experiences.	0	35	35
WD8 Career and Job Search Prep	Students engage in practice interviews and learn about job search skills such as networking, salary negotiation, and behavioral interviewing. Students learn skills for being successful in their first jobs in the industry. Students get ready to graduate and receive final reviews and course evaluations.	17.5	17.5	35

¹ Additional independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

Software Engineering (Java) (Devmountain) Specialization

Prepares students with the knowledge and skills to start a career as a Software Engineer, providing all requisite knowledge of full stack web development, computer science, and modern programming practices. The prerequisite for this course is successful completion of the Foundations course. Students should have a demonstrable passion for technology, problem solving, and possess a strong work ethic. The course requires a strong understanding of content covered in the class. After completing this course, students will be able to begin their job search and career as an entry-level Software Engineer. *Pre-requisite: Foundations Course.*

Course Length	Hours ¹	Weeks	Class Schedule ²
Full-time	280 hours	8 weeks	Monday – Friday, 9 am – 5 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total Hours
JV1 Java Language Fundamentals and Tools	Students learn about how to run Java code and other development environment tools for contributing code to Java software projects. Students solidify their basic coding skills in the Java language including the use of primitive Java data types, Java loops, conditionals, and good Java code style.	17.5	17.5	35
JV2 Java Data Structures	Students will learn how to manipulate higher level data structures in Java including files, array lists, and classes. Students will obtain formal training in Java's object-oriented approach to development and be able to design object-oriented programs using proper theory and principles of object-oriented programming.	17.5	17.5	35
JV3 SpringBoot	Students will learn how to create back-end web applications using the SpringBoot framework, including the creation of endpoints, handling user sessions, producing dynamic HTML, and handling web forms. Students will utilize Java clients for external APIs.	17.5	17.5	35
JV4 Databases	Students will hook their back end Java applications up to relational databases. Student will build upon their basic SQL knowledge to use the Java Persistence API to retrieve data from databases. Students will also learn to create and update records using Java Persistence API and be able to implement full CRUD (Create-Read-Update-Delete) with their full-stack applications. Students will also learn to write unit, integration, and functional tests as well as documentation for their code in Java.	17.5	17.5	35
JV5 Computer Science and Deployment	Students learn to deploy their Java applications to a cloud-based deployment service. Students also solidify their core computer science knowledge of common algorithms and data structures such as Linked Lists, Tree Traversal, and more. Students learn modern software agnostic skills such as regex, system design drawings, and common programming paradigms.	17.5	17.5	35
JV6 Capstone Projects 1	Students complete the first sprint of their capstone project which utilizes Java, SpringBoot, and other related technologies for building a web application in Java such as external APIs and libraries. Students complete a Minimum Viable Product that has 2-3 core features and basic functionality for an end user. Their MVP should include full CRUD capabilities on the back-end of their web application.	0	35	35
JV7 Capstone Projects 2	Students continue work on their capstone projects by extending their application's functionality by 2-3 features. Students ensure their projects look polished and professional on the front end. Students focus on test coverage, documentation, and code quality in this second sprint of work.	0	35	35
JV8 Career and Job Search Prep	Students engage in practice interviews and learn about job search skills such as networking, salary negotiation, and behavioral interviewing. Students learn skills for being successful in their first jobs in the industry. Students get ready to graduate and receive final reviews and course evaluations.	17.5	17.5	35

¹ Additional independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

Software Engineering (Python) (Devmountain) Specialization

Prepares students with the knowledge and skills to start a career as a Software Engineer, providing all requisite knowledge of full stack web development, computer science, and modern programming practices. The prerequisite for this course is successful completion of the Foundations course. Students should have a demonstrable passion for technology, problem solving, and possess a strong work ethic. The course requires a strong understanding of content covered in the class. After completing this course, students will be able to begin their job search and career as an entry-level Software Engineer. *Pre-requisite: Foundations Course.*

Course Length	Hours ¹	Weeks	Class Schedule ²
Full-time	280 hours	8 weeks	Monday – Friday, 9 am – 5 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total hours
PY1 Python Language Fundamentals and Tools	Students learn about how to run Python code and other development environment tools for contributing code to Python software projects. Students solidify their basic coding skills in the Python language including the use of basic Python data types, Python loops, conditionals, and good Python code style.	17.5	17.5	35
PT2 Python Data Structures	Students will learn how to manipulate higher level data structures in Python including files, lists, and classes. Students will obtain formal training in Python’s approach to object orientation and be able to design object-oriented programs using proper theory and principles of object-oriented programming.	17.5	17.5	35
PY3 Flask	Students will learn how to create back-end web applications using the Flask framework, including the creation of endpoints, handling user sessions, producing dynamic HTML, and handling web forms. Students will utilize Python clients for external APIs.	17.5	17.5	35
PY4 Databases	Students will hook their back end Python applications up to relational databases. Student will build upon their basic SQL knowledge to use the SQLAlchemy ORM I to retrieve data from databases. Students will also learn to create and update records using SQLAlchemy and be able to implement full CRUD (Create-Read-Update-Delete) with their full-stack applications. Students will also learn to write unit, integration, and functional tests as well as documentation for their code in Python.	17.5	17.5	35
PY5 Computer Science and Deployment	Students learn to deploy their Python applications to a cloud-based deployment service. Students also solidify their core computer science knowledge of common algorithms and data structures such as Linked Lists, Tree Traversal, and more. Students learn modern software agnostic skills such as regex, system design drawings, and common programming paradigms.	17.5	17.5	35
PY6 Capstone Projects 1	Students complete the first sprint of their capstone project which utilizes Python, Flask, and other related technologies for building a web application in Python such as external APIs and libraries. Students complete a Minimum Viable Product that has 2-3 core features and basic functionality for an end user. Their MVP should include full CRUD capabilities on the back-end of their web application.	0	35	35
PY7 Capstone Projects 2	Students continue work on their capstone projects by extending their application’s functionality by 2-3 features. Students ensure their projects look polished and professional on the front end. Students focus on test coverage, documentation, and code quality in this second sprint of work.	0	35	35
PY8 Career and Job Search Prep	Students engage in practice interviews and learn about job search skills such as networking, salary negotiation, and behavioral interviewing. Students learn skills for being successful in their first jobs in the industry. Students get ready to graduate and receive final reviews and course evaluations.	17.5	17.5	35

¹ Additional independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

iOS Development (Devmountain)

Prepares students with the skills to become iOS developers or iOS software engineers. Students should have a demonstrable passion for mobile technology, problem solving, coding, and strong work ethic. Students will learn the Swift and Objective C programming languages, Xcode (Apple's IDE), and common practice design principles. This program requires a strong understanding of content covered in class, as well as demo-able personal and group projects.

Course Length	Hours ¹	Weeks	Class Schedule ²
Full-time	444 hours	13 weeks	Monday – Friday, 9 am – 5 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total hours
iO1 Swift	Students have an introduction to the Swift Programming language. We start with variables, data types, collection types, operators, conditionals, functions, and loops Model-Objects which covers the basics of the language	15.5	19	34.5
iO2 Codable	Students learn Codable and local persistence strategies to save application data to the device. Students are introduced to the protocol-delegate communication pattern and take a deeper look into table views.	15.5	19	34.5
iO3 Design Patterns	Students take a deeper dive into the protocol-delegate communication pattern. Students learn how to implement UIAlertControllers and User Notifications in order to alert users of decisions. Students also learn a new local persistence tool, CoreData.	15.5	19	34.5
iO4 Decoding	Students learn JSON Decoding with Codable. Students also learn URLSession and how to decode data pushed from a website	15.5	19	34.5
iO5 CloudKit	Students learn to create their own remote server using CloudKit. Each day explores CloudKit in increasing depth.	15.5	19	34.5
iO6 UI and UX	Students explore the importance of UI/UX. Students learn programmatic constraints and animations for their views. Students work together to build a project, learning collaborative work methods for sharing code.	15.5	19	34.5
iO7 Group Project/ Computer Science	Students will, in assigned groups with an assigned idea, design and create a full stack iOS app that can be published on the App Store. Their app will deal with new technologies not previously taught, and require industry standard collaboration methods for source control. Students will be prepared for the work environment seen on team iOS apps. Students will also learn introductory concepts to computer science, enabling them to answer common iOS developer interview questions and the concept of time complexity.	15	110	125
iO8 Personal Capstone/ Objective C/ Computer Science	Students will, using an approved idea, design and create a full stack iOS app that can be published on the App Store. This project will hit two API endpoints or use a custom database backend, and students must also choose a new technology framework which was not previously taught to them in the course. Students learn the basics of the Objective C programming language. They will create projects comparable to the projects they have done in Swift, so as to compare language differences. Students will become familiar with model creation, properties, operators, functions, parameters, memory, and data types in Objective C. Students will also learn introductory computer science concepts such as space complexity, and basic data structures.	15	82.5	97.5
iO9 Career and Job Search Prep	Students engage in practice interviews and learn about job search skills such as networking, salary negotiation, and behavioral interviewing. Students learn skills for being successful in their first jobs in the industry. Students get ready to graduate and receive final reviews and course evaluations. Students will also complete their resume and LinkedIn profile.	13	1.5	14.5

¹ Additional independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

PART-TIME COURSE OFFERINGS

UX Design (Devmountain)

The part-time program will prepare students with the skills to become designers, UI/UX developers, or web developers. The part-time program is designed for students who are interested in UX, need more skills to better their employment options, or would like to learn a new skill set. Students should have a demonstrable passion for design and user interaction. This program requires a strong understanding of content covered in class, as well as demo-able personal and group projects.

Program Length	Hours ¹	Weeks	Class Schedule ²
Part-time	176 hours	16 weeks	Tuesday/Thursday, 6 – 9 pm + every other Saturday, 9 am – 2 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total hours
UX1 Design Thinking	HCD Research - Introduce core practices & fundamentals of UCD. Personas & Empathy Maps - What personas are & when they should be used. Productivity - Build a foundation to successfully complete this design program, learn productivity & a solid workflow. Sketching - Learn sketching as a skill and be able to communicate ideas visually. UX Foundations - Understand what UX Design is & establish a UXD process.	25	2	27
UX2 Scope and Requirements	Creative Briefs & Requirements - Learn key elements of a creative brief. Information Architecture - Learn history & foundational concepts of IA. Interaction Design - Learn 5 principles of ID. Sitemaps & Content Inventory - What a sitemap is & how they can be used. Learn card sorting. Sketch Basics - Learn the sketch interface basics. User Story Maps - Learn User Story Map concepts and how to create one.	25	2	27
UX3 Wireframing and Prototyping	Invision/Marvel Basics - Learn how to use Invision & Marvel Prototyping 1 & 2 - Learn what prototyping is, benefits, tools, and how to prototype. Wireframing - What wireframes mean to clients & stakeholders.	6	25	31
UX4 Communicating Design	Communicating Design - Techniques of communicating design and presenting work. Copywriting - Why copywriting is a critical component to design. User Onboarding - Define and understand user onboarding and learn several processes. Waiting/Feedback/Errors - How to influence perception. Apply waiting & feedback principles. Craft intelligent error messages.	5	12	17
UX5 Visual and Mobile Design	Visual Design 1 & 2 - Theory of graphic & visual design, basic elements of design, color, visual hierarchy, typography. Mobile Design 1 & 2 - Mobile web and native apps, mobile trends, when to apply mobile best practices. Microinteractions & Gestures - Define & recognize the need for microinteractions, learn different types. Emerging Technologies.	10	20	30
UX6 Testing and Process	KPI's & Analytics, Usability Testing, Accessibility.	8	14	22
UX7 Group Project/ Personal Capstone	Students will complete and present their group project and personal capstone, as well as completing their resume and LinkedIn profile.	0	22	22

¹ Additional pre-course and independent study hours are expected.

² Class schedules may be modified; students will be provided advance notice.

Software QA (Devmountain)

Prepares students with the skills to become quality assurance analysts or software quality assurance engineers. Students should have a demonstrable passion for functional and performance testing. Students must have a strong understanding of content covered in class and demonstrate application of class knowledge and skills on real-world QA projects. Additionally, Full-time students are required to complete job preparation: interview skills, networking skills, linkedin.com, and resume building.

Program Length	Hours ¹	Weeks	Class Schedule ²
Part-time	90 hours	12 weeks	Monday and Wednesday, 6 – 9 pm + every other Saturday, 9 am – 12 pm

Unit Name	Unit Description	Lecture Hours	Lab Hours	Total hours
QA1 What is Quality Assurance	Students Explore the purpose of QA, the Software development lifecycle. Students learn how to create manual test plans, bug reports, test summaries, and basic communication skills	3	2	5
QA2 Tools & Processes	Students will start working more in depth with test tools, Git and GitHub, test automation, page object models, objects and other data types, different levels of testing, strategies for testing, test maintenance protocols, and regression testing information.	24	13	37
QA3 Technical Testing, Reusable Pieces, Expert Control	Students will learn test types and techniques, advanced automation, functions, arrays, methods, and keyword-driven testing.	23	20.5	43.5
QA4 The Industry, Soft and Hard Skills, Static and Very Dynamic, Metrics	Students will experience quality assurance on actual development projects from tech companies. Students will practice soft skills and learn about load and stress training, and effective reporting strategies. Students will complete and present their solo project.	1.5	3	4.5

¹ Additional pre-course and independent study hours are expected.

² All times listed are Mountain Time. Class schedules may be modified; students will be provided advance notice.

ACCREDITATION AND STATE AUTHORIZATION

Accreditation and Certification

Accreditation assures that the university is recognized as a credible institution of learning, that it maintains recognized and approved courses of study, that it employs competent faculty and staff, that it has adequate facilities and equipment and that the organizational structure is appropriate and stable.

Strayer University is accredited by the Middle States Commission on Higher Education (MSCHE). The commission, an institutional accrediting agency recognized by the U.S. Secretary of Education and the Council for Higher Education Accreditation, is located at 3624 Market Street, Philadelphia, PA 19104, 267.284.5000, <http://www.msche.org>. The Middle States Commission on Higher Education reaffirmed the university's accreditation in June 2017, with the next self-study evaluation scheduled for the 2025–2026 academic year.

State Authorization Reciprocity Agreement (SARA)

Strayer University is an institutional participant in the State Authorization Reciprocity Agreement (SARA), a voluntary and regional method to oversee distance education. Strayer University is also approved to participate in SARA by its home state, the District of Columbia. As a result of Strayer's participation in SARA and approval by its home state, Strayer may offer distance education programs in SARA member states without further approval from the individual state. SARA only applies to distance education and does not cover instruction provided on-ground at any Strayer campus.

State Licensure and Approvals

District of Columbia

Strayer University is licensed by the Higher Education Licensure Commission of the District of Columbia (DCHELC). DCHELC has granted approval for Strayer University to offer all of the courses and all degree, diploma and certificate programs currently listed in the Strayer University Catalog. DCHELC does not object to Strayer University offering these courses and degree, diploma and certificate programs outside of the District of Columbia and, in particular, in the Commonwealth of Virginia. The District of Columbia also serves as our home state for participation in the State Authorization Reciprocity Agreement (SARA).

California

Strayer University is registered with the California Bureau for Private Postsecondary Education as an Out of State Institution pursuant to the California Private Postsecondary Education Act of 2009. P.O. Box 980818, West Sacramento, CA 95798-0818, 888.370.7589, www.bppe.ca.gov

Student Tuition Recovery Fund (STRF) Disclosure

The State of California established the Student Tuition Recovery Fund (STRF) to relieve or mitigate economic loss suffered by a student in an educational program at a qualifying institution, who is or was a California resident while enrolled, or was enrolled in a residency program, if the student enrolled in the institution, prepaid tuition, and suffered an economic loss. Unless relieved of the obligation to do so, you must pay the state-imposed assessment for the STRF, or it must be paid on your behalf, if you are a student in an educational program, who is a California resident, or are enrolled in a residency program, and prepay all or part of your tuition.

You are not eligible for protection from the STRF and you are not required to pay the STRF assessment, if you are not a California resident, or are not enrolled in a residency program.

It is important that you keep copies of your enrollment agreement, financial aid documents, receipts, or any other information that documents the amount paid to the school. Questions regarding the STRF may be directed to the Bureau for Private Postsecondary Education, 1747 North Market Blvd., Suite 225, Sacramento, CA 95834, (916) 574-8900 or (888) 370-7589.

To be eligible for STRF, you must be a California resident or are enrolled in a residency program, prepaid tuition, paid or deemed to have paid the STRF assessment, and suffered an economic loss as a result of any of the following:

1. The institution, a location of the institution, or an educational program offered by the institution was closed or discontinued, and you did not choose to participate in a teach-out plan approved by the Bureau or did not complete a chosen teach-out plan approved by the Bureau.
2. You were enrolled at an institution or a location of the institution within the 120 day period before the closure of the institution or location of the institution, or were enrolled in an educational program within the 120 day period before the program was discontinued.
3. You were enrolled at an institution or a location of the institution more than 120 days before the closure of the institution or location of the institution, in an educational program offered by the institution as to which the Bureau determined there was a significant decline in the quality or value of the program more than 120 days before closure.
4. The institution has been ordered to pay a refund by the Bureau but has failed to do so.
5. The institution has failed to pay or reimburse loan proceeds under a federal student loan program as required by law, or has failed to pay or reimburse proceeds received by the institution in excess of tuition and other costs.
6. You have been awarded restitution, a refund, or other monetary award by an arbitrator or court, based on a violation of this chapter by an institution or representative of an institution, but have been unable to collect the award from the institution.
7. You sought legal counsel that resulted in the cancellation of one or more of your student loans and have an invoice for services rendered and evidence of the cancellation of the student loan or loans.

To qualify for STRF reimbursement, the application must be received within four (4) years from the date of the action or event that made the student eligible for recovery from STRF.

A student whose loan is revived by a loan holder or debt collector after a period of non-collection may, at any time, file a written application for recovery from STRF for the debt that would have otherwise been eligible for recovery. If it has been more than four (4) years since the action or event that made the student eligible, the student must have filed a written application for recovery within the original four (4) year period, unless the period has been extended by another act of law.

However, no claim can be paid to any student without a social security number or a taxpayer identification number.

Note: Note: Authority cited: Sections 94803, 94877 and 94923, Education Code. Reference: Section 94923, 94924 and 94925, Education Code.

Current California STRF Assessment Rate

Effective February 8, 2021, the current STRF assessment rate is fifty cents (\$0.50) per one thousand dollars (\$1,000.00) of institutional charges.

Florida

Strayer University is licensed in Florida by the Commission for Independent Education, Florida Department of Education. Additional information may be obtained by contacting the Commission at: 325 West Gaines Street, Suite 1414, Tallahassee, FL 32399-0400, Toll-free telephone: 1.888.224.6684.

Georgia

Strayer University is authorized to operate in the state of Georgia by the Georgia Nonpublic Postsecondary Education Commission.

Texas

Strayer University is legally authorized to operate and grant degrees in Texas as an exempt institution under the rules of the Texas Higher Education Coordinating Board.

Utah

Registered under the Utah Postsecondary Proprietary School Act (title 13, chapter 34, Utah code).

Registration under the Utah Postsecondary Proprietary School Act does not mean that the State of Utah supervises, recommends, nor accredits the institution. It is the student's responsibility to determine whether credits, degrees, or certificates from the institution will transfer to other institutions or meet employers' training requirements. This may be done by calling the prospective school or employer. Strayer University maintains a \$300,000 surety bond posted with the Utah Department of Consumer Protection.

CAMPUS LOCATIONS

Lehi, Utah

1550 Digital Dr #400, Lehi, UT 84043