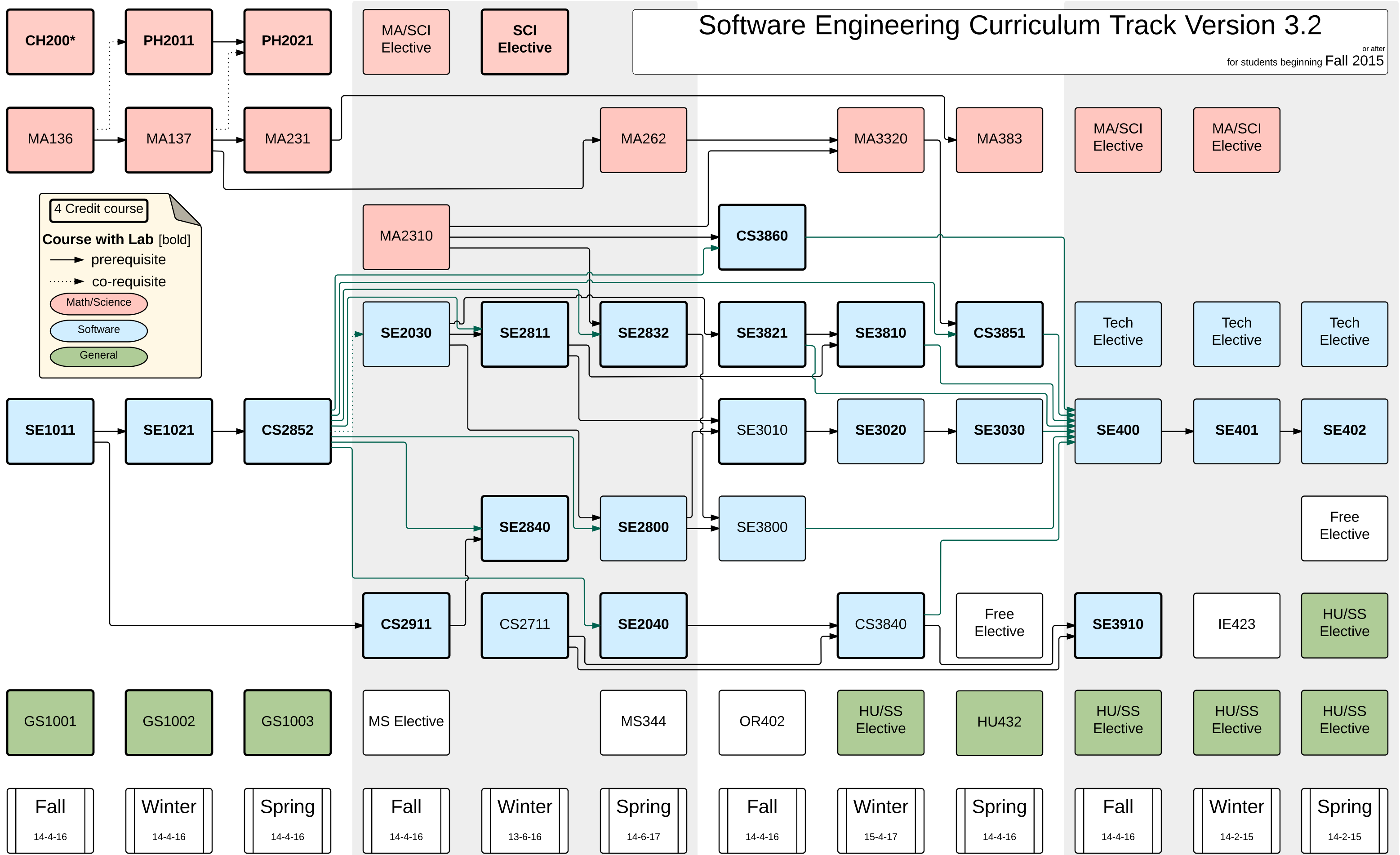


Software Engineering Curriculum Track Version 3.2

or after
for students beginning Fall 2015



Bachelor of Science in Software Engineering Model Full-Time Track - V3.2

Freshman Year		Q1	Q2	Q3
SE1011	Software Development I	3-2-4		
CH200*	Chemistry I	3-2-4		
MA136	Calculus for Engineers I	4-0-4		
GS1001	Freshman Studies I	4-0-4		
SE1021	Software Development II		3-2-4	
PH2011	Physics I - Mechanics		3-2-4	
MA137	Calculus for Engineers II		4-0-4	
GS1002	Freshman Studies II		4-0-4	
CS2852	Data Structures			3-2-4
PH2021	Physics II - Electromagnetics			3-2-4
MA231	Calculus for Engineers III			4-0-4
GS1003	Freshman Studies III			4-0-4
Totals		14-4-16	14-4-16	14-4-16

Junior Year		Q1	Q2	Q3
SE3010	Software Development Laboratory I	4-0-4		
SE3800	Software Engineering Process II	3-0-3		
SE3821	Software Requirements and Specification	3-2-4		
CS3860	Introduction to Database Systems	3-2-4		
OR402	Professional Guidance	1-0-1		
SE3020	Software Development Laboratory II		2-2-3	
SE3810	Principles of Software Architecture		3-2-4	
CS3840	Operating Systems		4-0-4	
MA3320	Discrete Mathematics II		3-0-3	
	Humanities/Social Science Elective		3-0-3	
SE3030	Software Development Laboratory III			2-2-3
CS3851	Algorithms			3-2-4
MA383	Linear Algebra			3-0-3
HU432	Ethics for Prof. Managers and Engineers			3-0-3
	Free Elective			3-0-3
Totals		14-4-16	15-4-17	14-4-16

Sophomore Year		Q1	Q2	Q3
SE2030	Software Engineering Tools and Practices	2-2-3		
CS2911	Network Protocols	3-2-4		
MA2310	Discrete Mathematics I	3-0-3		
	Math/Science Elective	3-0-3		
	Business Elective	3-0-3		
SE2811	Software Component Design		3-2-4	
SE2840	Web Application Development		3-2-4	
CS2711	Computer Organization		4-0-4	
	Science Elective		3-2-4	
SE2040	Software Development III			3-2-4
SE2800	Software Engineering Process I			2-2-3
SE2832	Introduction to Software Verification			3-2-4
MA262	Probability and Statistics			3-0-3
MS344	Org. Behavior & Leadership Development			3-0-3
Totals		14-4-16	13-6-16	14-6-17

Senior Year		Q1	Q2	Q3
SE400	Senior Design Project I	2-2-3		
	Technical Elective	3-0-3		
SE3910	Real-Time Systems	3-2-4		
	Math/Science Elective	3-0-3		
	Humanities/Social Science Elective	3-0-3		
SE401	Senior Design Project II		2-2-3	
	Technical Elective		3-0-3	
	Math/Science Elective		3-0-3	
IE423	Engineering Economy		3-0-3	
	Humanities/Social Science Elective		3-0-3	
SE402	Senior Design Project III			2-2-3
	Technical Elective			3-0-3
	Humanities/Social Science Elective			3-0-3
	Humanities/Social Science Elective			3-0-3
	Free Elective			3-0-3
Totals		14-4-16	14-2-15	14-2-15

There are 46 credits of elective subjects which must be taken as follows:
 15 credits of humanities/social sciences: 6 HU credits, 6 SS credits, 3 HU or SS credits
 4 credits of science: BI-102, BI-256, BI-1020, BI-2020, CH-201, CH-223, or PH-2031
 *Note: CH-200 may be replaced with BI-102

9 credits of approved math or science electives
 9 credits of approved software engineering program electives
 6 credits of approved courses from any area
 3 credits of approved business/entrepreneurship electives