

Software Engineering

Fall 2018

	Fall		Spring		
Freshman	SWE 100 Intro to Software Engineering	4	ENGR 120 Programming for Engineers	3	
	ENGR 100 Engineering Seminar I	1	MAT 225 Discrete Mathematics	4	
	MAT 211 Calculus 1	4	HCS 100 Intro to Human Communications	3	
	ENG114 WIFYS	3	HIS 105 Historical Foundation Global Cultures	3	
	UNIV 101 SU Freshman Seminar	3	Gen Ed	3	
		15		16	31
Sophomore	SWE 200 Design Patterns	4	CSC 371 Database Management	4	
	ENGR 200 Engineering Seminar II	1	SWE 300 Crafting Quality Code	4	
	CMPE 220 Computer Organization	4	MAT 375 Prob & Stat for Engineers	4	
	Math/Sci Elective****	3	Gen Ed	3	
	Gen Ed	3			
		15		15	61
Upper Division Even	SWE 400 Large Scale Architectures	4	CSC/CMPE/SWE Elective	4	
	Math/Sci Elective****	3	Team Project Course*	4	
	ENGR 300 Engineering Seminar 3***	1	CMPE 320 Operating Systems	4	
	Math/Sci Elective****	4	Gen Ed	3	
	Gen Ed	3			
		15		15	91
Upper Division Odd	ENGR 310 Statistical Process Control	3	Team Project Course*	4	
	CSC/CMPE/SWE Elective	4	CSC 310 Design & Analysis of Algorithms	4	
	Science Gen Ed (BIO161, CHM121/123, or PHY205/123)	4	Science Gen Ed (BIO161, CHM121/123, or PHY205/123)	4	
	Gen Ed	3	Gen Ed	3	
			14		15

* Team Project Course: SWE 415 in your Junior Year and SWE 420 in your Senior Year

** While it is possible to complete all of the credits in this term, it would be wise to consider using a summer internship as the elective or moving one of the Gen Eds or free elective to a summer or winter

*** This will be most useful in your Junior Year

**** Math/Sci Elective: A total of ten credits beyond general education requirements from these courses:

BIO 161, BIO 162	CHM121/123, CHM122/124	PHY205/123, PHY206/125	MAT 219, MAT317, MAT318, MAT319, MAT320, MAT326, MAT410, MAT421, MAT450
---------------------	---------------------------	---------------------------	--

Upper Division Even: Academic years that have an even fall: 2018-2019, 2020-2021, 2022-2023

Upper Division Odd: Academic years that have an odd fall: 2017-2018, 2019-2020, 2021-2022