

# Software Engineering Semester V1

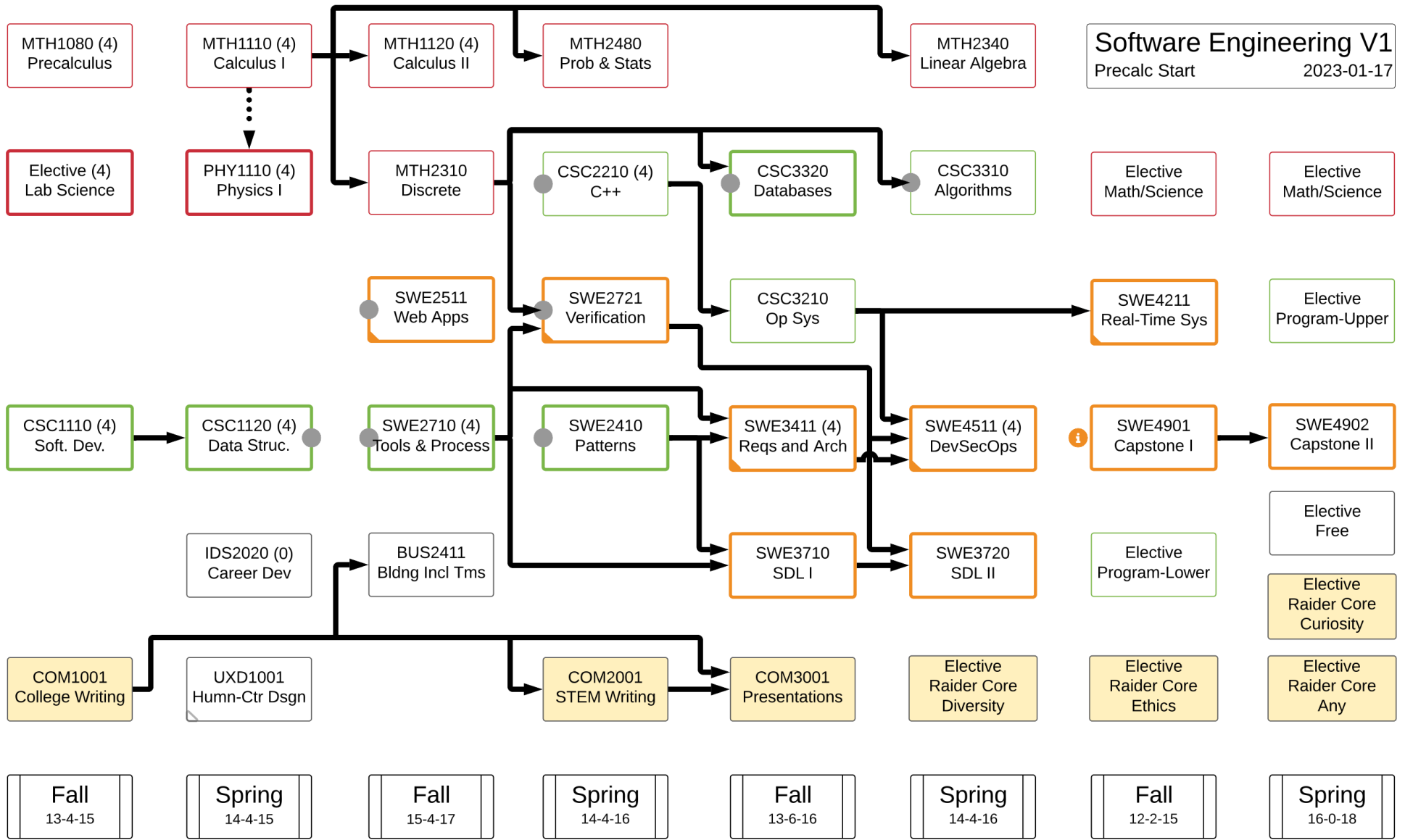
		Fall					Spring					
Year 1	CSC	1110	Software Development	3	2	4	CSC	1120	Data Structures and Graphical Interfaces	3	2	4
	MTH	1110	Calculus I	4	0	4	MTH	1120	Calculus II	4	0	4
	PHY	1110	Physics I – Mechanics and Thermodynamics	3	2	4			Elective (Lab Science)	3	2	4
	COM	1001	College Writing	3	0	3	UXD	1001	Human-Centered Design	3	0	3
							IDS	2020	Career Development	1	0	0
Year 1 – Fall – 13-4-15						Year 1 – Spring – 14-4-15						
Year 2	SWE	2511	Web Apps	2	2	3	SWE	2721	Intro to Software Verification	2	2	3
	SWE	2710	Software Tools and Process	3	2	4	SWE	2410	Design and Cloud Patterns	2	2	3
	MTH	2310	Discrete Math	3	0	3	CSC	2210	Procedural and Object-Oriented C++	4	0	4
			Elective (Exhibit Curiosity)	3	0	3	MTH	2480	Probability and Statistics	3	0	3
	BUS	2411	Building Inclusive Teams	3	0	3	COM	2001	Writing for the STEM Disciplines	3	0	3
Year 2 – Fall – 14-4-16						Year 2 – Spring – 14-4-16						
Year 3	SWE	3710	Software Development Lab I	2	2	3	SWE	3720	Software Development Lab II	2	2	3
	SWE	3411	Software Requirements and Architecture	3	2	4	SWE	4511	DevSecOps	3	2	4
	CSC	3320	Databases	2	2	3	CSC	3310	Algorithms and Advanced Data Structures	3	0	3
	CSC	3210	Operating Systems	3	0	3	MTH	2340	Linear Algebra with Applications	3	0	3
	COM	3001	Professional Presentations	3	0	3			Elective (Embrace Diversity)	3	0	3
Year 3 – Fall – 13-6-16						Year 3 – Spring – 14-4-16						
Year 4	SWE	4901	Software Engineering Capstone I	1	0	3	SWE	4902	Software Engineering Capstone II	1	0	3
	SWE	4211	Real-Time Systems	2	2	3			Elective (Program-Upper)	3	0	3
			Elective (Program-Lower)	3	0	3			Elective (Math or Science)	3	0	3
			Elective (Exhibit Curiosity)	3	0	3			Elective (Free)	3	0	3
			Elective (Demonstrate Ethical Understanding)	3	0	3			Elective (Raider Core – Any)	3	0	3
Year 4 – Fall – 12-2-15						Year 4 – Spring – 13-0-15						



# Software Engineering Semester V1a

Precalc  
start

		Fall					Spring					
Year 1	CSC	1110	Software Development	3	2	4	CSC	1120	Data Structures and Graphical Interfaces	3	2	4
	MTH	1080	Precalculus	4	0	4	MTH	1110	Calculus I	4	0	4
			Elective (Lab Science)	3	2	4	PHY	1110	Physics I – Mechanics and Thermodynamics	3	2	4
	COM	1001	College Writing	3	0	3	UXD	1001	Human-Centered Design	3	0	3
							IDS	2020	Career Development	1	0	0
Year 1 – Fall – 13-4-15						Year 1 – Spring – 14-4-15						
Year 2	SWE	2511	Web Apps	2	2	3	SWE	2721	Intro to Software Verification	2	2	3
	SWE	2710	Software Tools and Process	3	2	4	SWE	2410	Design and Cloud Patterns	2	2	3
	MTH	2310	Discrete Math	3	0	3	CSC	2210	Procedural and Object-Oriented C++	4	0	4
	MTH	1120	Calculus II	4	0	4	MTH	2480	Probability and Statistics	3	0	3
	BUS	2411	Building Inclusive Teams	3	0	3	COM	2001	Writing for the STEM Disciplines	3	0	3
Year 2 – Fall – 15-4-17						Year 2 – Spring – 14-4-16						
Year 3	SWE	3710	Software Development Lab I	2	2	3	SWE	3720	Software Development Lab II	2	2	3
	SWE	3411	Software Requirements and Architecture	3	2	4	SWE	4511	DevSecOps	3	2	4
	CSC	3320	Databases	2	2	3	CSC	3310	Algorithms and Advanced Data Structures	3	0	3
	CSC	3210	Operating Systems	3	0	3	MTH	2340	Linear Algebra with Applications	3	0	3
	COM	3001	Professional Presentations	3	0	3			Elective (Embrace Diversity)	3	0	3
Year 3 – Fall – 13-6-16						Year 3 – Spring – 14-4-16						
Year 4	SWE	4901	Software Engineering Capstone I	1	0	3	SWE	4902	Software Engineering Capstone II	1	0	3
	SWE	4211	Real-Time Systems	2	2	3			Elective (Program-Upper)	3	0	3
			Elective (Program-Lower)	3	0	3			Elective (Math or Science)	3	0	3
			Elective (Exhibit Curiosity)	3	0	3			Elective (Free)	3	0	3
			Elective (Demonstrate Ethical Understanding)	3	0	3			Elective (Exhibit Curiosity)	3	0	3
									Elective (Raider Core – Any)	3	0	3
Year 4 – Fall – 12-2-15						Year 4 – Spring – 16-0-18						



  Lab course    
   Lecture course    
   Only offered in one term    
 ● CSC1120 is a prereq    
 ⓘ Prereq: All but two in-major courses from the first three years or approved plan to graduate by the next fall term.