

Software Engineering

September 2018 (students who entered *first year* in September 2016 or later)

Year 2:

Term A

AM 2270a	Applied Mathematics for Engineering II
ECE 2277a	Digital Logic Systems
SE 2203a	Software Design
Math 2151a	Discrete Structures for Engineering
CS 1037a	Computer Science Fundamentals II
SS 2141a	Applied Probability and Statistics

Term B

AM 2276b	Applied Mathematics for Elec & Mech Eng III
ECE 2238b	Introduction to Electrical Engineering
SE 2205b	Algorithms and Data Structures
SE 2250b	Software Construction
Writing 2130G	Building Better (Communication) Bridges: Rhetoric & Professional Communication for Engineers
One 0.5 Non-technical Elective from the Approved List	

Year 3:

Term A

ECE 4436a	Networking: Principles, Protocols, and Architecture
SE 3309a	Database Management Systems
SE 3313a	Operating Systems for Software Engineering
SE 3316a	Web Technologies
SE 3352a	Software Requirements & Analysis

Term B

ECE 3375b	Microprocessors and Microcomputers
SE 3310b	Theoretical Foundations of Software Engineering
SE 3314b	Computer Networks Applications
SE 3350b	Software Engineering Design I
SE 3351b	Software Project and Process Management
SE 3353b	Human-Computer Interaction

Year 4:

Term A

SE 4450	Software Engineering Design II
SE 4452a	Software Testing and Maintenance
SE 4472a	Information Security
Two 0.5 Technical electives	
One 0.5 Non-technical elective	

Term B

SE 4450	Software Engineering Design II
SE 4455b	Cloud computing: concepts, technologies and applications
ES 4498G	Engineering Ethics, Sustainable Development and the Law
Two 0.5 Technical electives	
One 0.5 Non-technical elective	

NOTES:

Important:

Students are responsible for ensuring they have the correct courses required for their degree. If you are unsure which courses you still need or if you see courses listed on the progression sheet that are no longer offered or are not offered in the term you see listed here, please contact your Academic Counsellor.

Non-technical Electives:

Please choose a maximum of 1.0 credits (one 1.0 credit course or two 0.5 credit courses) from the 1000 level and a minimum of one 0.5 credit from the 2000 (or higher) level.

http://www.eng.uwo.ca/undergraduate/upper_year/electives.html

Technical Elective List:

Some technical electives may not be offered in a given academic year. Consult the Academic Timetable for a current listing.

ECE 3389A/B	Computer System Design
ECE 3390A/B	Hardware/Software Co-Design
ECE 4460A/B	Real-Time and Embedded Systems
SE 4470a/b	Selected Topics in Software Eng. I
SE 4471a/b	Selected Topics in Software Eng. II
CS 2034A/B	Data Analytics: Principles and Tools
CS 3342A/B	Organization of programming languages
CS 3346A/B	Artificial Intelligence I
CS 3388A/B	Computer Graphics I
CS 4402A/B	Distributed and Parallel Systems
CS 4442A/B	Artificial Intelligence II
CS 4445A/B	Analysis of Algorithms II
CS 4463A/B	Computational Biology
CS 4482A/B	Game Engine Development
CS 4483A/B	Game Design