# Software Engineering

**September 2018** (students who entered *first year* in September 2015 or earlier)

## 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
- ES 2211G Engineering Communications
- 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
- Bus 2299E Business for Engineers
- SE 4450 Software Engineering Design II
- SE 4452a Software Testing and Maintenance
- SE 4472a Information Security
- Two 0.5 Technical electives

### Term B
- Bus 2299E Business for Engineers
- 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

## NOTES:

### Non-technical Electives:
For a list of approved non-technical electives, please visit: http://www.eng.uwo.ca/undergraduate/upper_year/electives.html

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

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
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<tbody>
<tr>
<td>ECE 3389A/B</td>
<td>Computer System Design</td>
</tr>
<tr>
<td>ECE 3390A/B</td>
<td>Hardware/Software Co-Design</td>
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<tr>
<td>ECE 4460A/B</td>
<td>Real-Time and Embedded Systems</td>
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<tr>
<td>SE 4470a/b</td>
<td>Selected Topics in Software Eng. I</td>
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<tr>
<td>SE 4471a/b</td>
<td>Selected Topics in Software Eng. II</td>
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<tr>
<td>CS 2034A/B</td>
<td>Data Analytics: Principles and Tools</td>
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<tr>
<td>CS 3342A/B</td>
<td>Organization of programming languages</td>
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<td>CS 3346A/B</td>
<td>Artificial Intelligence I</td>
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<tr>
<td>CS 3388A/B</td>
<td>Computer Graphics I</td>
</tr>
<tr>
<td>CS 4402A/B</td>
<td>Distributed and Parallel Systems</td>
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<tr>
<td>CS 4424A/B</td>
<td>Artificial Intelligence II</td>
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<tr>
<td>CS 4445A/B</td>
<td>Analysis of Algorithms II</td>
</tr>
<tr>
<td>CS 4463A/B</td>
<td>Computational Biology</td>
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<tr>
<td>CS 4482A/B</td>
<td>Game Engine Development</td>
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<tr>
<td>CS 4483A/B</td>
<td>Game Design</td>
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