## Software Engineering
### September 2021 (for students who started first year in 2018 or later)

### Year 2:
#### Term A
- **NMM 2270a**: Applied Mathematics for Engineering II (Formerly AM 2270A)
- **ECE 2277a**: Digital Logic Systems
- **SE 2202a**: Scripting Programming Language Fundamentals
- **SE 2205a**: Algorithms and Data Structures
- **Math 2151a**: Discrete Structures for Engineering
- **SS 2141a**: Applied Probability and Statistics

#### Term B
- **NMM 2276b**: Applied Mathematics for Elec & Mech Eng III (Formerly AM 2276B)
- **ECE 2238b**: Introduction to Electrical Engineering
- **SE 2203b**: Software Design
- **SE 2250b**: Software Construction
- **Writing 2130f/g**: 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 3351b**: Software Project and Process Management
- **SE 3353b**: Human-Computer Interaction
- **SE 3350b**: Software Engineering Design I

### 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 from the approved list

#### Term B
- **SE 4450**: Software Engineering Design II
- **SE 4455b**: Cloud computing: concepts, technologies, and applications
- **ELI 4110g**: Engineering Ethics, Sustainable Development, and the Law

Two 0.5 Technical Electives

One 0.5 Non-Technical Elective from the approved list

### 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 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](http://www.eng.uwo.ca/undergraduate/upper_year/electives.html)

#### Technical electives:
- Students may elect to substitute technical electives from other engineering disciplines or from the Faculty of Science, provided they have the required prerequisites, and provided at least half of their technical electives be from the list below. A maximum of two 0.5-credit courses may be taken from the Faculty of Science and used towards the BESc degree. All courses outside the SE technical elective list must be approved by the ECE Department.

#### Technical Elective List:
- Some technical electives may not be offered in a given academic year. Consult the department for accurate 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>
</tr>
<tr>
<td>ECE 4460A/B</td>
<td>Real-Time and Embedded Systems</td>
</tr>
<tr>
<td>DS3000A/B</td>
<td>Introduction to Machine Learning</td>
</tr>
<tr>
<td>CS 3342A/B</td>
<td>Organization of Programming Languages</td>
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<tr>
<td>CS 3346A/B</td>
<td>Artificial Intelligence I</td>
</tr>
<tr>
<td>CS 3388A/B</td>
<td>Computer Graphics I</td>
</tr>
<tr>
<td>CS 4442A/B</td>
<td>Artificial Intelligence II</td>
</tr>
<tr>
<td>CS 4482A/B</td>
<td>Game Programming</td>
</tr>
<tr>
<td>CS 4483A/B</td>
<td>Game Design</td>
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