

Software Engineering

For students entering year 2 or 3 in September 2016

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 2250b	Software Construction
SE 2205b	Algorithms and Data Structures
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 3351b	Software Project and Process Management
SE 3353b	Human-Computer Interaction
SE 3350b	Software Engineering Design I

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:

Technical Elective List:

Some technical electives may not be offered in a given academic year. Consult the department for accurate listing.

ECE 4460A/B	Real-Time and Embedded Systems
ECE 3389A/B	Computer System Design
ECE 3390A/B	Hardware/Software Co-Design
CS 2101A/B	Foundations of Programming for High Performance
CS 3346A/B	Artificial Intelligence I
CS 4442A/B	Artificial Intelligence II
CS 3388A/B	Computer Graphics I
CS 4482A/B	Game Engine Development
CS 3101A/B	Theory and Practice of High Performance Computing
CS 4483A/B	Game Design
CS 3342A/B	Organization of programming languages
CS 2034A/B	Data Analytics: Principles and Tools
SE 4470a/b	Selected Topics in Software Eng. I
SE 4471a/b	Selected Topics in Software Eng. II