

Software Engineering

September 2024 (for students who started first year in 2022 or later)

<p>Year 2:</p> <p>Term A</p> <p>NMM 2270a Applied Mathematics for Engineering II 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</p> <p>Term B</p> <p>NMM 2276b Applied Mathematics for Elec & Mech Eng III 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</p> <p>Year 3:</p> <p>Term A</p> <p>ECE 4436a Networking: Principles, Protocols, and Architecture SE 3309a Database Management Systems SE 3351a Software Project and Process Management SE 3316a Web Technologies SE 3352a Software Requirements & Analysis SE 3310a Theoretical Foundations of Software Engineering</p> <p>Term B</p> <p>ECE 3375b Microprocessors and Microcomputers Physics 2300 Quantum Computation and Information SE 3314b Computer Networks Applications SE 3313b Operating Systems for Software Engineering SE 3353b Human-Computer Interaction SE 3350b Software Engineering Design I</p> <p>Year 4:</p> <p>Term A</p> <p>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</p> <p>Term B</p> <p>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</p>	<p>NOTES:</p> <p>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.</p> <p>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</p> <p>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 B.E.Sc degree. All courses outside the SE technical elective list <i>must</i> be approved by the ECE Department.</p> <p>List of Approved Technical Electives:</p> <p>Some technical electives may not be offered in a given academic year. Consult the department for accurate listing.</p> <table border="1"> <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>DS 3000A/B</td><td>Intro to Machine Learning</td></tr> <tr><td>SE 4470A/B</td><td>Selected Topics in Software Engineering I</td></tr> <tr><td>SE 4471A/B</td><td>Selected Topics in Software Engineering II</td></tr> <tr><td>CS 3342A/B</td><td>Organization of Programming Languages</td></tr> <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 Engine Development</td></tr> <tr><td>CS 4483A/B</td><td>Game Design</td></tr> <tr><td>CS 4463A/B</td><td>Computational Biology (!)</td></tr> <tr><td>CS 4459A/B</td><td>Selected Topics in Distributed Systems (!)</td></tr> <tr><td>CS 4417A/B</td><td>Unstructured Data (!)</td></tr> </table>	ECE 3389A/B	Computer System Design	ECE 3390A/B	Hardware/Software Co-Design	ECE 4460A/B	Real-Time and Embedded Systems	DS 3000A/B	Intro to Machine Learning	SE 4470A/B	Selected Topics in Software Engineering I	SE 4471A/B	Selected Topics in Software Engineering II	CS 3342A/B	Organization of Programming Languages	CS 3346A/B	Artificial Intelligence I	CS 3388A/B	Computer Graphics I	CS 4442A/B	Artificial Intelligence II	CS 4482A/B	Game Engine Development	CS 4483A/B	Game Design	CS 4463A/B	Computational Biology (!)	CS 4459A/B	Selected Topics in Distributed Systems (!)	CS 4417A/B	Unstructured Data (!)
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