

**King Fahd University of Petroleum & Minerals
College of Computer Sciences and Engineering
Information and Computer Science Department**

Software Engineering Student Guide

December 23, 2018

Version 3.4

Revision History

Date	Version	Description	Author(s)
2012-10-31	3.1	Added “*” to ICS 343 to show the lab in the pre-requisite chart	M. Alshayeb
2012-11-25	3.2	Updated Free Elective	M. Niazi, S. Mahmood
2013-9-3	3.3	Updated Free Elective	M. Niazi, S. Mahmood
2013-11-14	3.2	Updated Free Elective	M. Niazi
2014-11-26	3.3	Updated Free Elective	M. Niazi
2015-5-3	3.3	Updated Free Electives - added MIS 300 and removed GS 220 , GS 221 and renumbered GS 423 to GS 342	M Niazi
2015-9-6	3.3	Revised software engineering program educational objectives Revised Software Engineering student Outcomes	M Niazi

Introduction

The Department of Information and Computer Science offers a BS in Software Engineering. The current program was revised and approved in April 2008. The program is in full compliance with IEEE/ACM Software Engineering SE2004 guidelines and meets the Engineering Accreditation Criteria (EAC).

ICS Department Vision

The vision of the ICS department is to be a regional leader that is recognized worldwide in education, research and professional development in the areas of Computer Science and Software Engineering.

Software Engineering Program Goal

Our goal has been, and continues to be, a high quality degree program in Software Engineering that prepares students for lifelong learning as they undertake professional careers in computing. The program prepares students to work as requirements engineer, software architect, software design engineer, software quality engineer, software developer, software test engineer, or software engineering project manager.

Software Engineering Program Mission

To bring forth competent Software Engineers with a strong understanding of computer science bodies of knowledge and theories, who can apply sound engineering principles and methods to the cost-effective creation, development, operation, and maintenance of high-quality software and are prepared for lifelong learning.

Software Engineering Program Educational Objectives

Graduates of the software engineering program will:

1. Be successful in performing the duties of a software engineering related position.
2. Be successful in completing an advanced degree program.
3. Work as individuals with minimum guidance and as leaders or members in teams.
4. Follow appropriate practices within a professional, legal, and ethical framework.
5. Maintain currency through self-learning or other professional development.

Software Engineering Student Outcomes:

The program has identified the following student outcomes for the graduating students:

1. An ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.
2. An ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors.
3. An ability to communicate effectively with a range of audiences.
4. An ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts.
5. An ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives.
6. An ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions.
7. An ability to acquire and apply new knowledge as needed, using appropriate learning strategies.

The Program Requirements

a. General Education Requirements (52 credits)

Basic Science	CHEM 101(4),	PHYS 101(4),	PHYS 102(4)	
Mathematics	MATH 101(4),	MATH 102(4),	MATH 201(3),	
Statistics	STAT 319(3)			
Isla. & Ara. Stu.	IAS 101(2),	IAS 111(2),	IAS 201(2),	IAS 212(2),
	IAS 301(2),	IAS 322(2)		
English	ENGL 101(3),	ENGL 102(3),	ENGL 214(3)	
SE	ISE 307(3)			
Physical Edu.	PE 101(1),	PE 102(1)		

b. Core Requirements (65 credits)

SWE	SWE 205(3),	SWE 215(3),	SWE 312(3),	SWE 316(3),
	SWE 326(3),	SWE 363(3)	SWE 387(3)	SWE 417(3),
	SWE 418(2)			
ICS	ICS 102(3),	ICS 201(4),	ICS 202(4),	ICS 233(4),
	ICS 253(3),	ICS 254(3),	ICS 324(4),	ICS 343(4)
	ICS 353(3),	ICS 431(4)		
COE	COE 202(3)			

c. Elective (15 credits)

SWE/ICS Electives	SWE/ICS xxx(3),	SWE/ICS xxx(3),	SWE/ICS xxx(3),
Free Electives	XE xxx(3),	XE xxx(3)	

d. Summer Training (Pass/Fail grade; No credits)

The prerequisites for summer training:

- Student is currently enrolled in the university.
- Student has completed 65 credits or more (including current semester)
- Students has completed or currently doing ENGL 214 and SWE 363.
- Summer training is not in the last semester for the student at the university.

Every student is required to participate in a summer training program of real practical experience, submit a formal written report and make a presentation.

e. Total Requirements

The total required credits for the BS degree in Software Engineering are 132 semester-credit-hours.

Curriculum

BS (Software Engineering) Program

Course		Title	LT	LB	CR	Course		Title	LT	LB	CR
First Year (Preparatory)											
ENGL	001	Preparatory English I	15	5	8	ENGL	002	Preparatory English II	15	5	8
MATH	001	Preparatory Math I	3	1	4	MATH	002	Preparatory Math II	3	1	4
ME	003	Preparatory Engg. Tech.	0	2	1	PYP	001	Prep Physical Science	2	0	2
PYP	002	Prep Computer Science	0	2	1	PYP	003	University Study Skill	0	2	1
PE	001	Prep Physical Educ. I	0	2	1	PE	002	Prep Physical Educ. II	0	2	1
			18	12	15				20	10	16
Total Credit required in Preparatory Program: 31											
Second Year (Freshman)											
MATH	101	Calculus I	4	0	4	MATH	102	Calculus II	4	0	4
PHYS	101	General Physics I	3	3	4	PHYS	102	General Physics II	3	3	4
ENGL	101	An Intro to Academic Discourse	3	0	3	ENGL	102	Intro to Report Writing	3	0	3
CHEM	101	General Chemistry I	3	4	4	ICS	102	Intro. To Computing I	2	3	3
IAS	101	Practical Grammar	2	0	2	IAS	111	Belief & its Consequences	2	0	2
PE	101	Physical Education I	0	2	1	PE	102	Physical Education II	0	2	1
			15	9	18				14	8	17
Third Year (Sophomore)											
SWE	205	Introduction to SW Eng.	3	0	3	ICS	202	Data Structures	3	3	4
ICS	201	Intro. To Computing II	3	3	4	SWE	215	SW Requirements Eng.	2	3	3
COE	202	Digital Logic Design	3	0	3	ICS	233	Comp. Arch.& As. Lang	3	3	4
MATH	201	Calculus III	3	0	3	ICS	254	Discrete Structures II	3	0	3
ICS	253	Discrete Structures I	3	0	3	IAS	201	Writing for Prof. Needs	2	0	2
			15	3	16				13	9	16
Fourth Year (Junior)											
SWE	312	User-Interface Design	3	0	3	SWE	326	SW Testing & QA	3	0	3
SWE	316	SW Design and Arch.	3	0	3	SWE	363	Web Eng. & Development	3	0	3
ICS	324	Database Systems	3	3	4	SWE	387	Software Project mgt.	3	0	3
STAT	319	Prob.& Stat. for Engrs	2	3	3	ICS	343	Fund. of Comp NW	3	3	4
IAS	212	Professional Ethics	2	0	2	IAS	322	Human Rights in Islam	2	0	2
						ENGL	214	Academic & Prof Comm	3	0	3
			13	6	15				17	3	18
Fifth Year (Senior)											
SWE	417	SWE Project I	1	6	3	SWE	418	SWE Project II	0	6	2
XE	xxx	(Elective I)	3	0	3	ICS	431	Operating Systems	3	3	4
ICS	353	Design and Anal of Algo.	3	0	3	SWE	xxx	(SWE/ICS Elective II)	3	0	3
ISE	307	Eng. Economics Analysis	3	0	3	SWE	xxx	(SWE/ICS Elective III)	3	0	3
SWE	xxx	(SWE/ICS Elective I)	3	0	3	IAS	301	Oral Comm. Skills	2	0	2
						XE	xxx	(Elective II)	3	0	3
			13	6	15				14	9	17
Total credits required in Degree Program: 132											

SWE Courses Summary

A. Core

A.1: SWE Courses

1.	SWE 205	Introduction to Software Engineering	3	0	3
2.	SWE 215	Software Requirement Engineering	2	3	3
3.	SWE 312	User-Interface Design	3	0	3
4.	SWE 316	Software Design and Architecture	3	0	3
5.	SWE 326	SW Testing & Quality Assurance	3	0	3
6.	SWE 363	Web Engineering & Development	3	0	3
7.	SWE 387	Software Project management	3	0	3
8.	SWE 417	Software Engineering Project I	1	6	3
9.	SWE 418	Software Engineering Project II	0	6	2

SUB TOTAL: 26 Credits

A.1: CS Courses

1.	ICS 102	Introduction to Computing I	2	3	3
2.	ICS 201	Introduction to Computing II	3	3	4
3.	ICS 202	Data Structures	3	3	4
4.	ICS 233	Computer Architecture and Assembly Language	3	3	4
5.	ICS 253	Discrete Structures I	3	0	3
6.	ICS 254	Discrete Structures II	3	0	3
7.	ICS 324	Database Systems	3	3	4
8.	ICS 343	Fundamentals of Computer Networks	3	3	4
9.	ICS 353	Design and Analysis of Algorithms	3	0	3
10.	ICS 431	Operating Systems	3	3	4

SUB TOTAL: 36 Credits

A.2: COE Courses

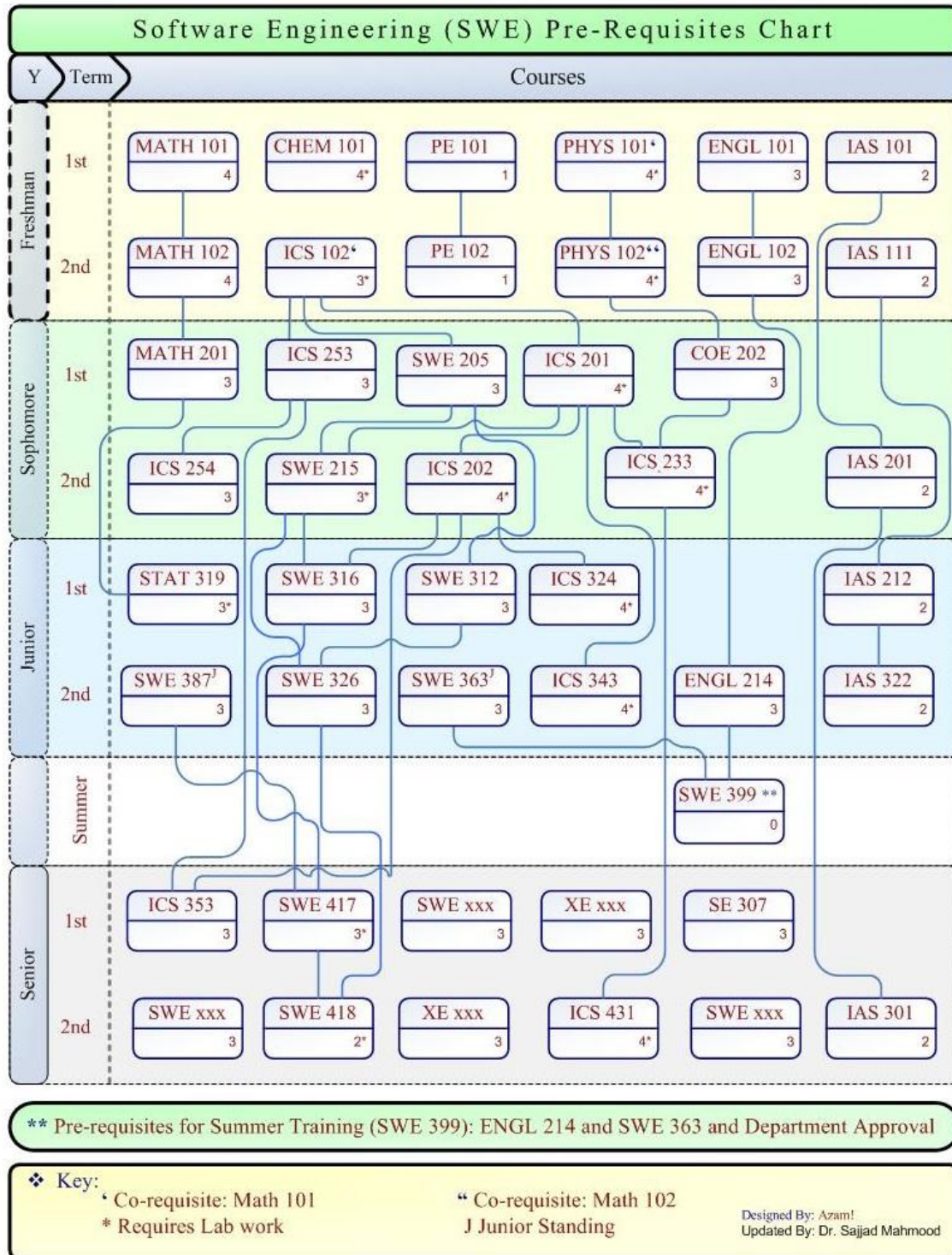
1.	COE 202	Digital Logic Design	3	0	3
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SUB TOTAL: 3 Credits

B. Electives

ICS 300 - ICS 499 and SWE 300 - SWE 499 courses

SUB TOTAL (3 SWE/ICS Electives): 9 Credits



Approved Free Electives for the Software Engineering Program

#	Course #	Course Name	College
1.	ACCT 201	Principles of Accounting I	College of Industrial Management
2.	ACCT 202	Principles of Accounting II	College of Industrial Management
3.	AE 220	Introduction to Aerospace Engineering	College of Engineering Sciences
4.	AE 325	Gas Dynamics I	College of Engineering Sciences
5.	AE 333	Aerodynamics I	College of Engineering Sciences
6.	AE 313	AE Systems and Control	College of Engineering Sciences
7.	AE 426	Flight Dynamics I	College of Engineering Sciences
8.	AE 427	Aerospace System Design	College of Engineering Sciences
9.	AE 403	Aerospace Materials	College of Engineering Sciences
10.	AE 410	Astronautics	College of Engineering Sciences
11.	AE 414	Flight and Air Traffic Control	College of Engineering Sciences
12.	AE 415	Flight and Aviation Safety	College of Engineering Sciences
13.	AE 416	Flight and Aviation Management	College of Engineering Sciences
14.	AE 417	Flight and Aviation Law	College of Engineering Sciences
15.	AE 418	Flight and Aviation Economics	College of Engineering Sciences
16.	ARC – 124	Computer Aided Architectural Design	Environmental Design
17.	ARC – 225	Virtual Reality in Architecture	Environmental Design
18.	ARE – 211	Building Materials	Environmental Design
19.	ARE 212	Construction Systems	Environmental Design
20.	ARE 413	Construction Management	Environmental Design
21.	ARE 431	Building Economy	Environmental Design
22.	CHE 201	Introduction to Chemical Engineering	College of Engineering Sciences
23.	CHE 203	Chemical Engineering Thermodynamics I	College of Engineering Sciences
24.	CE 201	Statics	College of Engineering Sciences
25.	CE 203	Structural Mechanics I	College of Engineering Sciences
26.	CE 215	Computer Graphics	College of Engineering Sciences
27.	CE 230	Engineering Fluid Mechanics	College of Engineering Sciences
28.	CE 318	Numerical & Statistical Methods in Civil Engineering	College of Engineering Sciences

29.	CE 332	Engineering Hydrology and Hydraulics	College of Engineering Sciences
30.	CE 330	Environmental Engineering Principles	College of Engineering Sciences
31.	CE 341	Transportation Engineering	College of Engineering Sciences
32.	CE 420	Construction Engineering	College of Engineering Sciences
33.	CHEM 102	General Chemistry II	College of Science
34.	CHEM 431	Chemistry of the Environment	College of Science
35.	CISE 301	Numerical Methods	College of Computer Science & Engineering
36.	COE 308	Computer Architecture	College of Computer Science & Engineering
37.	COE341/COE 342	Data & Computer Communication	College of Computer Science & Engineering
38.	COE 402	Computer System Performance Evaluation	College of Computer Science & Engineering
39.	COE 403	Advanced Microprocessor Architecture	College of Computer Science & Engineering
40.	COE 405	Design and Modeling Digital Systems	College of Computer Science & Engineering
41.	COE 420	Parallel Computing	College of Computer Science & Engineering
42.	COE 443	High Speed Networks	College of Computer Science & Engineering
43.	COE 445	Internet Information Services	College of Computer Science & Engineering
44.	COE 484	Introduction to Robotics	College of Computer Science & Engineering
45.	COE 488	Data Acquisition Interfacing	College of Computer Science & Engineering
46.	ISE 303	Operations Research	College of Computer Science & Engineering
47.	ISE 304	Principles of Industrial Costing	College of Computer Science & Engineering
48.	ISE 320	Quality Control and Industrial Statistics	College of Computer Science & Engineering
49.	ISE 323	Work and Process Improvements	College of Computer Science & Engineering
50.	ISE 405	Stochastic Systems and Simulations	College of Computer Science & Engineering
51.	ISE 420	Quality Improvement Methods	College of Computer Science & Engineering
52.	ISE 421	Operation Research II	College of Computer Science & Engineering
53.	ISE 443	Human Factors Engineering	College of Computer Science & Engineering
54.	ISE 447	Decision Making	College of Computer Science & Engineering
55.	ISE 460	Industrial Process Re-Engineering	College of Computer Science & Engineering

56.	ISE 464	Industrial Information Systems	College of Computer Science & Engineering
57.	ISE 480	Reliability and Maintainability	College of Computer Science & Engineering
58.	MATH 202	Elements of Differential Equations	College of Science
59.	MATH 232	Introduction to Sets and Structures	College of Science
60.	MATH 260	Introduction to Differential Equations & Linear Algebra	College of Science
61.	MATH 280	Introduction to Linear Algebra	College of Science
62.	MATH 301	Methods of Applied Mathematics	College of Science
63.	MATH 302	Engineering Maths	College of Science
64.	MATH 305	Development of Mathematics	College of Science
65.	MATH 311	Advanced Calculus I	College of Science
66.	MATH 321	Introduction to Numerical Computing	College of Science
67.	MATH 330	Euclidean and Non-Euclidean Geometry	College of Science
68.	MATH 345	Modern Algebra I	College of Science
69.	MATH 335	Linear Algebra	College of Science
70.	MATH 411	Advanced Calculus II	College of Science
71.	MATH 425	Graph Theory	College of Science
72.	MATH 440	Differential Geometry	College of Science
73.	MATH 480	Linear & Nonlinear Programming	College of Science
74.	STAT 301	Introduction to Probability Theory	College of Science
75.	STAT 302	Statistical Inference	College of Science
76.	STAT 320	Statistical Quality Control	College of Science
77.	STAT 460	Time Series	College of Science
78.	PHYS 211	Optics	College of Science
79.	PHYS 212	Modern Physics	College of Science
80.	PHYS 215	Introduction to Astronomy	College of Science
81.	PHYS 301	Classical Mechanics I	College of Science
82.	GEOL 202	Applied Geosciences for Scientists and Engineers	College of Science
83.	GEOL 303	Sustaining the Earth	College of Science
84.	GEOP 202	Introduction to Geophysics	College of Science
85.	GS 318	World Civilization	College of Applied & Supporting Studies
86.	GS 321	Principles of human behavior	College of Applied & Supporting Studies
87.	GS 355	Cultural Anthropology	College of Applied & Supporting Studies
88.	GS 434	Mass Media and Society	College of Applied & Supporting Studies
89.	GS 342	International Relations	College of Applied & Supporting Studies
90.	GS 424	Planning and Social Development	College of Applied & Supporting Studies
91.	GS 420	Personality Psychology	College of Applied & Supporting Studies
92.	GS 427	Human and Environment	College of Applied & Supporting Studies
93.	GS 447	Globalization	College of Applied & Supporting Studies

94.	ECON 101	Principles of Economics I (MICRO)	College of Industrial Management
95.	ECON 202	Principles of Economics II (MACRO)	College of Industrial Management
96.	MGT 210	Business Communication	College of Industrial Management
97.	MGT 301	Principles of Management	College of Industrial Management
98.	MGT 311	Legal Environment	College of Industrial Management
99.	MGT 401	Human Resources Management	College of Industrial Management
100.	MIS 300	Principles of E-Commerce	College of Industrial Management
101.	MIS 345	Information Technology in Society	College of Industrial Management
102.	MGT 410	Organization Behavior and Design	College of Industrial Management
103.	EE 201	Electric Circuits I	College of Engineering Sciences
104.	EE 204	Fundamentals of Electrical Circuits	College of Engineering Sciences
105.	EE 205	Electric Circuits II	College of Engineering Sciences
106.	EE 208	Electrical Systems	College of Engineering Sciences
107.	EE 390	Digital Systems Engineering	College of Engineering Sciences
108.	ME 203	Thermodynamics I	College of Engineering Sciences
109.	ME 204	Thermodynamics II	College of Engineering Sciences

Catalog Description of Courses

ICS 102 Introduction to Computing I (2-3-3)

Overview of computers and computing. Introduction to a typical object-oriented programming language. Basic data types and operators. Basic object-oriented concepts. Wrapper classes. Console input/output. Logical expressions and control structures. Classes and methods. Arrays and strings.

Co-requisite: MATH 101 or MATH 132

ICS 201 Introduction to Computing II (3-3-4)

Advanced object-oriented programming; inheritance; polymorphism; abstract classes and interfaces, container and collection classes, packages, object-oriented design, software modeling, event-driven programming, recursion, use of stacks, queues and lists from API, searching and sorting.

Prerequisite: ICS 102

ICS 202 Data Structures (3-3-4)

Review of object-oriented concepts; Introduction to design patterns; Basic algorithms analysis; Fundamental data structures - implementation strategies for stacks, queues and linked lists; Recursion; Implementation strategies for tree and graph algorithms; Hash tables; Applications of data structures (e.g. data compression and memory management).

Prerequisite: ICS 201

ICS 233 Computer Architecture and Assembly Language (3-3-4)

Machine organization; assembly language: addressing, stacks, argument passing, arithmetic operations, decisions, modularization; Input/Output Operations and Interrupts; Memory Hierarchy and Cache memory; Pipeline Design Techniques; Super-scalar architecture; Parallel Architectures.

Prerequisite: COE 202, ICS 201

ICS 253 Discrete Structures I (3-0-3)

Propositional Logic, Predicate Logic, Sets, Functions, Sequences and Summation, Proof Techniques, Mathematical induction, Inclusion-exclusion and Pigeonhole principles, Permutations and Combinations (with and without repetitions), The Binomial Theorem, Recurrence Relations; Graphs terminology and applications, Connectivity, Isomorphism, Euler and Hamilton Paths and Circuits, Planarity and Coloring; Trees terminology and applications.

Prerequisite: ICS 102

ICS 254 Discrete Structures II (3-0-3)

Number Theory: Modular Arithmetic, Integer Representation, Fermat's Little Theorem, Chinese Remainder Theorem, RSA.; Proof Techniques: Methods of Proofs, Applications from Number Theory, Recursive Definitions; Algorithm Correctness; Relations: Closures and Equivalence Relations, Partial Orderings and Lattices, Hasse Diagrams; Recurrence Relations and Generating Functions; Automata Theory: Finite State Machines, Regular Expressions, DFA, NFA and their equivalence, Grammars and Chomsky Hierarchy, Introduction to Turing Machines.; Abstract Algebra: Groups, Homomorphisms and Lagrange's Theorem, Applications.

Prerequisite: ICS 253

ICS 324 Database Systems (3-3-4)

Basic database concepts, conceptual data modeling, relational data model, relational theory and languages, database design, SQL, introduction to query processing and optimization, and introduction to concurrency and recovery.

Prerequisite: ICS 202

ICS 343 Fundamentals of Computer Networks (3-3-4)

Introduction to computer networks and layered architectures: connectivity, topology, circuit and packet switching, TCP/IP and ISO models; Application layer: C/S model, DNS, SMTP, FTP, WWW, socket programming and network security; Transport layer: TCP and UDP, congestion control; Network layer: internetworking, addressing and routing algorithms and protocols; Data link layer: framing, flow and error control protocols, PPP, MAC and LANs; Physical layer: principles of data communications, circuit switching, coding, multiplexing and transmission media.

Prerequisite: ICS 201

Note: This course cannot be taken for credit with COE 344.

ICS 353 Design and Analysis of Algorithms (3-0-3)

Algorithms and Problem Solving; Basic Algorithmic Analysis; Advanced algorithmic analysis; Advanced Data Structures; Algorithmic strategies & Analysis of fundamental computing algorithms; Basic computability; The complexity classes P and NP.

Prerequisites: ICS 202 and ICS 253

ICS 431 Operating Systems (2-3-4)

This course introduces the fundamentals of operating systems design and implementation. Topics include history and evolution of operating systems; Types of operating systems; Operating system structures; Process management: processes, threads, CPU scheduling, process synchronization; Memory management and virtual memory; File systems; I/O systems; Security and protection; Distributed systems; Case studies.

Prerequisite: ICS 233.

SWE 205 Introductions to Software Engineering (3-0-3)

Introduction to software engineering and software processes. Construction techniques and principals. Concepts of Programming Languages: Syntax and semantics. Analysis and Design Modes. Ethical and professional responsibilities.

Prerequisites: ICS 102

SWE 215 Software Requirements Engineering (2-3-3)

Requirements engineering process. Methods, tools and techniques for eliciting, organizing and documenting software requirements. Analysis and validation techniques, including need, goal, and use case analysis. Requirements documentation standards. Traceability. Requirements management. Handling requirements changes. Students participate in a group project on software requirements.

Prerequisites: ICS 201 and SWE 205

SWE 312 User Interface Design (3-0-3)

Study of both theoretical and practical issues in human-computer interfaces. User interface design process. Usability engineering. Development, programming, and evaluating interface designs. Design of windows, and menus. Commands and natural languages I/O. Visual prototyping. User manuals, online help and tutorials. Students participate in a group project on software user interface design.

Prerequisites: SWE 205

SWE 316 Software Design and Architecture (3-0-3)

Study of design concepts and notations. Architecture, middleware architectures, design patterns, frameworks and components. Designing for qualities such as performance, security, reusability, reliability. Metrics and measurement. Basics of software evolution, reengineering, and reverse engineering. Students participate in a group project on software design.

Prerequisites: ICS 202 and SWE 215

SWE 321 Formal Methods and Models in Software Engineering (3-0-3)

Mathematical foundations for formal methods. Formal languages and techniques for specification and design, including specifying syntax using grammars and finite state machines. Analysis and verification of specifications and designs. Use of assertions and proofs. Automated program and design transformation.

Prerequisites: ICS 202 and ICS 253

SWE 326 Software Testing and Quality Assurance (3-0-3)

Concept of software quality, and software quality metrics. Software quality assurance planning & implementation. Quality process standards. Validation & verification. Reviews, walkthroughs, & inspections. Mechanisms for validating software systems. Techniques for generating and validating test data. Students participate in a group project on software validation and verification.

Prerequisites: SWE 215 and SWE 312

SWE 344 Internet Protocols and Client-Server Programming (2-3-3)

Principles of inter-network architecture and communication protocols. Open systems and interoperability. Case studies of particular protocols from network layer and above. Socket programming. Remoting. Selected examples of networked client-server applications such as e-mail, news, file-transfer, HTTP. Client-Server Programming Project(s). Using APIs. Software tools and environments.

Prerequisites: ICS 202

SWE 363 Web Engineering and Development (3-0-3)

Web Engineering fundamentals: requirements, analysis modeling, design modeling, testing. Internet basics for web applications. Technologies and tools for developing web applications: markup languages, styling, data description and transformation, client and server side programming. Web services. Advances in web engineering.

Prerequisites: Junior Standing

SWE 387 Software Project Management (3-0-3)

Introduction to project management concepts, tools, and techniques: integration management and project planning, scope management, scheduling, budget control, human resource management, communication management, risk analysis and management, project quality management, and procurement management.

Prerequisites: Junior Standing

SWE 399 Summer Training (0-0-0)

A summer period of 8 weeks spent as a trainee in industry, business, or government agencies for the purpose of familiarizing the student with the real job world and enabling him to apply and relate his academic knowledge to a real work environment.

The student is required to participate in computer science related activities and use his time to get acquainted with the computer science related functions and resources used by his employing organization. Besides progress reports, the student is required to submit a final report and do a presentation on his experience and the knowledge he gained during his summer training program. The student receives a zero-credit Pass/Fail grade.

Prerequisites: SWE 363, ENGL 214

SWE 416 Software Architecture (3-0-3)

Study the concepts, principles, methods, and best practices in software architecture. Different architectural styles, patterns and product lines are presented and compared. Methods to analyze, evaluate and document software architectures are also discussed. Students participate in a group project on software architecture design.

Prerequisites: SWE 316

SWE 417 Software Engineering Project I (1-6-3)

This is the first part of a two-semester senior-year capstone project. Student teams employ knowledge gained from courses throughout the program such as development of requirements, design, implementation, and quality assurance to develop a software solution to a real-world problem from conception to completion. In this part students develop project plan, software requirement specification and software design document.

Prerequisites: SWE 316 and SWE 387

SWE 418 Software Engineering Project II (0-6-2)

This is the second part of a two-semester, senior-year capstone project. Student teams employ knowledge gained from courses throughout the program such as development of requirements, design, implementation, and quality assurance to develop a software solution to a real-world problem from conception to completion. In this part, students implement the design they produced in SWE 417, test their code, and evaluate their final product.

Prerequisites: SWE 417 and SWE 326

SWE 436 Object-Oriented Design Patterns (3-0-3)

A depth study of object-oriented design patterns. How design patterns solve design problems? How to select a design pattern? How to use a design pattern? Detailed study of creational patterns, structural patterns, and behavioral patterns. Case studies.

Prerequisites: SWE 316

SWE 469 Software Metrics (3-0-3)

Overview of software metrics, basics of measurement theory, goal-based framework for software measurement, empirical investigation in software engineering. Measuring internal product attributes, measuring external product attributes, measuring cost and effort, measuring software reliability, software test metrics, and object-oriented metrics.

Prerequisites: SWE 316 and STAT 319

SWE 487 Software Processes and Process Improvements. (3-0-3)

Software process models. Software process analysis. Life cycle process models and standards. Process implementation at various levels like organization, project, team, or individual. Measurement and analysis of software process. Process improvements.

Prerequisite: SWE 326

SWE 490 Special Topics I

(3-0-3)

In-depth study of a selected special topic relevant to software engineering

Prerequisites: Senior Standing

SWE 491 Special Topics II

(3-0-3)

In-depth study of a selected special topic relevant to software engineering

Prerequisites: Senior Standing