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Legend:

	4	3	3	2	1	3	0	0	7	2	2	8	0
	12	10	8	6	0	6	1	2	10	22	7	12	1
R	16	13	11	8	1	9	1	2	17	24	9	20	1
	2	0	0	5	1	6	1	2	11	22	9	19	1
E	14	13	11	3	0	3	0	0	6	2	0	1	0
	S										M		

Strong agreement
(3+ out of 4)

Medium agreement
(2 out of 4)

SDF-01	SDF-Fundamentals: Fundamental Programming Concepts and Practices: This knowledge unit aims to develop understanding of basic concepts, and ability to fluently use basic language constructs as well as modularity constructs. It also aims to familiarize students with the concept of common libraries and frameworks, including those to facilitate API-based access to resources.	Fundamental Programming Concepts and Practices
SDF-02	SDF-DataStructures: Fundamental Data Structures: This knowledge unit aims to develop core concepts relating to Data Structures and associated operations. Students should understand the important data structures available in the programming language or as libraries, and how to use them effectively, including choosing appropriate data structures while designing solutions for a given problem.	Fundamental Data Structures
SDF-03	SDF-Algorithms: Algorithms: This knowledge unit aims to develop the foundations of algorithms and their analysis. The KU should also empower students in selecting suitable algorithms for building modest-complexity applications.	Algorithms
SDF-04	SDF-Practices: Software Development Practices: This knowledge unit develops the core concepts relating to modern software development practices. Its aim is to develop student understanding and basic competencies in program testing, enhancing readability of programs, and using modern methods and tools including some general-purpose IDE.	Software Development Practices

SE-01	SE-Teamwork: Because of the nature of learning programming, most students in introductory SE have little or no exposure to the collaborative nature of SE. Practice (for instance in project work) may help, but lecture and discussion time spent on the value of clear, effective, and efficient communication and collaboration. are essential for Software Engineering.		Teamwork
SE-02	SE-Tools: Industry reliance on SE tools has exploded in the past generation, with version control becoming ubiquitous, testing frameworks growing in popularity, increased reliance on static and dynamic analysis in practice, and near-ubiquitous use of continuous integration systems. Increasingly powerful IDEs provide code searching and indexing capabilities, as well as small scale refactoring tools and integration with other SE tools. An understanding of the nature of these tools is broadly valuable - especially version control systems.		Tools and Environments
SE-03	SE-Requirements: Knowing how to build something is of little help if we do not know what to build.Product Requirements (aka Requirements Engineering, Product Design, Product Requirements solicitation, PRDs, etc.) introduces students to the processes surrounding the specification of the broad requirements governing development of a new product or feature.		Product Requirements
SE-04	SE-Design: While Product Requirements focuses on the user-facing functionality of a software system, Software Design focuses on the engineer-facing design of internal software components. This encompasses large design concerns such as software architecture, as well as small-scale design choices like API design.		Software Design
SE-05	SE-Construction: Software Construction focuses on practices that influence the direct production of software: use of tests, test driven development, coding style. More advanced topics extend into secure coding, dependency injection, work prioritization, etc.		Software Construction
SE-06	SE-Validation: Software Verification and Validation focuses on how to improve the value of testing - understand the role of testing, failure modes, and differences between good tests and poor ones.		Software Verification and Validation
SE-07	SE-Refactoring: Refactoring and Code Evolution focuses on refactoring and maintenance strategies, incorporating code health, use of tools, and backwards compatibility considerations.		Refactoring and Code Evolution
SE-08	SE-Reliability: Software Reliability aims to improve understanding of and attention to error cases, failure modes, redundancy, and reasoning about fault tolerance.		Software Reliability
SE-09	SE-FormalMethods: Formal Methods provides mathematically rigorous mechanisms to apply to software, from specification to verification. (Prerequisites: Substantial dependence on core material from the Discrete Structures area, particularly knowledge units DS/Basic Logic and DS/Proof Techniques.)		Formal Methods