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## How to Use your 4-year Plan

- This is a **suggested** 4-year plan for your major and not meant to replace regular academic advising.
- The plan is **flexible** and can be changed to accommodate studying abroad, a second major/minor(s) or AP/IB credits.



- You should work with an academic advisor to develop a plan that meets your interests and goals.
- You must earn a minimum of **120 credits to graduate** and **77-78 major-specific credits** to earn a B.S. in Software Engineering.
- **Transfer students and those seeking second majors** should [contact the program advisor](#) for degree planning.
- If you have any questions, contact [fseadvising@chapman.edu](mailto:fseadvising@chapman.edu).

## Suggested 4-year Plan

- We encourage you to select your General Education (GE) and minor/second major/Themed Inquiry/Honors program around the plan below. Once you fill your GE classes around your major classes, you will have a better idea of space remaining each semester when choosing your Exploration Focus.
- To be enrolled full time, you must take at least **12 credits a semester**.
- In order to **graduate within 4 years**, we recommend you take **30 credits a year**.

## Year 1

### Fall Semester (13-14 credits for major)

- FFC100B - Grand Challenges in Science and Engineering (3 credits)
- ENGR101 - Introduction to Design and Fabrication (3 credits)
- CPSC230 - Computer Science I (3 credits)
- CPSC298 - Intro to \*Nix (1 credit)
- MATH110 - Single Variable Calculus I **or** MATH115 - Accelerated Calculus Part I (3-4 credits)

### Spring Semester (8-9 credits for major)

- CPSC231 - Computer Science II (3 credits)
- CPSC298 - Computer Science Colloquium, any topic (1 credit)
- SCI150 - Grand Challenges in Science and Engineering I (1 credit)
- MATH111 - Single Variable Calculus II OR MATH116 - Accelerated Calculus Part II (3-4 credits)



## Year 2

### Fall Semester (8-11 credits for major)

- Software Engineering Upper Division Requirement (3 credits)
- CPSC298 - C++ Programming (1 credit)
- MATH210 - Multivariable Calculus (3 credits)\*
- Math 203 - Introduction to Statistics (3 credits)
- SCI200 - Grand Challenges in Science and Engineering II (1 credit)

### Spring Semester (10 credits for major)

- Software Engineering Upper Division Requirement (3 credits)
- Software Engineering Upper Division Requirement (3 credits)
- MATH250 - Discrete Mathematics (3 credits)
- SCI250 - Grand Challenges in Science and Engineering III (1 credit)

\* Not required for those who took MATH 116

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## Year 3

### Fall Semester (9 credits for major)

- SE300 - Software Requirements and Testing (3 credits)
- SE310 - Software Design (3 credits)
- MATH215 - Intro to Linear Algebra and Differential Equations (3 credits)

### Spring Semester (9 credits for major)

- SE320 - Software Development Lifecycle (3 credits)



- Software Engineering Upper Division Requirement (3 credits)
- Software Engineering Elective (3 credits)

## Year 4

### Fall Semester (9 credits for major)

- CPSC354 - Programming Languages (3 credits)
- Software Engineering Upper Division Requirement (3 credits)
- Software Engineering Elective (3 credits)

### Spring Semester (9 credits for major)

- CPSC285 - Social Issues in Computing (3 credits)
- SE498 - Software Engineering Capstone (3 credits)
- Software Engineering Elective (3 credits)

### Four Year Plans

Accounting (B.S.) 4-year Plan

Applied Human Physiology (B.S.) 4-year Plan

Animation and Visual Effects - 2D Area of Study (B.F.A.) 4-year Plan

Animation and Visual Effects - Computer Graphics Area of Study (B.F.A.) 4-year Plan

