

Software Engineering, B.S. Suggested 4-Year Plan

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.

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)

- [FFC 100B - First Year Foundations: Grand Challenges in Science and Engineering](#) **3 credits**
- [ENGR 101 - Foundations of Design and Fabrication](#) **3 credits**
- [CPSC 230 - Computer Science I](#) **3 credits**
- [CPSC 298 - Computer Science Colloquium](#) **1 credit** (Topic: Intro to *Nix)
- [MATH 110 - Single Variable Calculus I](#) **3 credits**

OR

- [MATH 115 - Accelerated Calculus Part I: Differentiation and Integration](#) **4 credits**

Spring Semester (8-9 credits for major)

- [CPSC 231 - Computer Science II](#) **3 credits**
- CPSC298 - Computer Science Colloquium, any topic (1 credit)
- [GCI 150 - Grand Challenges in Science and Engineering I](#) **1 credit**
- [MATH 111 - Single Variable Calculus II](#) **3 credits**

OR

- [MATH 116 - Accelerated Calculus Part II: Series, Differential Equations and Multivariable Calculus](#) **4 credits**

Year 2

Fall Semester (8-11 credits for major)

- Software Engineering Upper Division Requirement (3 credits)
- [CPSC 298 - Computer Science Colloquium](#) **1 credit** (Topic: C++ Programming)
- [MATH 210 - Multivariable Calculus](#) **3 credits ***
- [MATH 203 - Introduction to Statistics](#) **3 credits**
- [GCI 200 - 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)
- [MATH 250 - Discrete Mathematics I](#) **3 credits**
- [GCI 250 - Grand Challenges in Science and Engineering III](#) **1 credit**

* Not required for those who took MATH 116

Year 3

Fall Semester (9 credits for major)

- [SE 300 - Software Requirements and Testing](#) **3 credits**
- [SE 310 - Software Design](#) **3 credits**
- [MATH 215 - Introduction to Linear Algebra and Differential Equations](#) **3 credits**

Spring Semester (9 credits for major)

- [SE 320 - The 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)

- [CPSC 354 - Programming Languages](#) 3 credits
- Software Engineering Upper Division Requirement (3 credits)
- Software Engineering Elective (3 credits)

Spring Semester (9 credits for major)

- [CPSC 285 - Social and Ethical Issues in Computing](#) 3 credits
 - [SE 498 - Software Engineering Capstone Project](#) 3 credits
 - Software Engineering Elective (3 credits)
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