

Bachelor of Science in Software Engineering	
MAJOR REQUIREMENTS/SOFTWARE ENGINEERING: 36 Credits	Credits
SE104: Introduction to Software Engineering	3.0
SE205: Requirements Engineering and Specifications	3.0
SE207: Software Design and Architecture	3.0
SE306: Formal Methods in Software Engineering	3.0
SE312: Software Verification	3.0
SE402: Human-Computer Interaction	3.0
SE403: Software Process Improvement	3.0
SE418: Software Project Management	3.0
SE485A/SE485B: Software Practicum	6.0
SExxx: Software Engineering Electives	6.0
REQUIREMENTS OUTSIDE MAJOR: 65 Credits	Credits
BE201: Microeconomics	3.0
BM250: Principles of Management and Organizational Behavior	3.0
BM311: Management of Information Systems	3.0
CS102: Introduction to Computing and Problem Solving	4.0
CS175: Introduction to Computer Science I	4.0
CS176: Introduction to Computer Science II	4.0
CS286: Computer Architecture I	3.0
CS305: Computer Algorithms I	4.0
CS438: Operating Systems Analysis	4.0
MA130: Applied Discrete Mathematics	3.0
MA125: Calculus with Analytic Geometry I	4.0
MA126: Calculus with Analytic Geometry II	4.0
MA319: Probability and Statistics I	3.0
PR432: Ethics and Professionalism in Science and Engineering	3.0
PH211: General Physics with Calculus I	4.0
PH211L: General Physics with Calculus I Lab	1.0
PH212: General Physics with Calculus II	4.0
PH212L: General Physics with Calculus II Lab	1.0
Choose 6 credits from among the following Math/Science electives:	
MA211; MA221;	
MA225; MA320	
CE111 and CE111L*	
CE112 and CE112L*	
BY109; BY110	
PH301; PH302	3.0
<i>*Lab courses are 1 credit each</i>	3.0

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GENERAL EDUCATION REQUIREMENTS: 27 Credits		Credits
First Year Seminar	FY-101: First Year Seminar	3.0
Reading and Writing	EN101: College Composition I	3.0
	EN102: College Composition II	3.0
Mathematics	Fulfilled in Outside Major Requirements with required MA courses	0.0
Natural Sciences	Fulfilled in Outside Major Requirements with required PH courses	0.0
Literature	3 Credits from courses designated with Course*Type: LIT	3.0
Aesthetics and Creativity	3 Credits from Art, Music, Theatre, or Dance	3.0
Technological Literacy	Fulfilled in Outside Major Requirements with CS102	0.0
Reasoned Oral Discourse	Fulfilled in Major Requirements with SE485A or SE485B	0.0
Historical Perspective	3 Credits from courses designated with Course*Type: HS.SV	3.0
Social Science	Fulfilled in Outside the Major Requirements with BE201	0.0
Historical Perspective/Social Sciences	3 Credits from courses designated with Course*Type: HS.SV	3.0
	or 3 Credits from courses designated with Course*Type: SS.SV	
Interdisciplinary Perspectives	Fulfilled in Outside Major Requirements with PR432	0.0
Cultural Diversity and Global Understanding or Foreign Language	3 Credits from courses designated with Course*Type: CD	6.0
	and 3 Credits from courses designated with Course*Type: GU	
	or 6 Credits from the SAME foreign language	
Experiential Education	Fulfilled in Major Requirements with SE485B	0.0
Writing Intensive	Two courses from Software Engineering (SE) designated with Course*Type: WT	0.0
		0.0

Minimum Credits for Bachelor of Science in Software Engineering = 128.0

NOTES:

* 58 credits must be completed at the 200 level or higher.