Software Engineering

SE 2v95 Individual Instruction in Software Engineering (1-6 semester hours) Individual study under a faculty member's direction. May be repeated for credit as topics vary (6 hours maximum). Instructor consent required. ([1-6]-0) R (2016-03-17 10:42:54)


SE 3306 Mathematical Foundations of Software Engineering (3 semester hours) Boolean logic, first-order logic, models of first-order logic. Introduction to program verification, applications in software engineering. Completeness Theorem. Regular expressions, regular sets, finite-state machines, and applications in software engineering. Graph Theory, graph algorithms. Statecharts, Petri Nets and their role in software engineering. Prerequisite: CE 2305 or CS 2305 or TE 2305 or equivalent. (3-0) S (2016-03-17 10:42:54)

SE 3340 Computer Architecture (3 semester hours) This course introduces the concepts of computer architecture by going through multiple levels of abstraction, and the numbering systems and their basic computations. It focuses on the instruction-set architecture of the MIPS machine, including MIPS assembly programming, translation between MIPS and C, and between MIPS and machine code. General topics include performance calculation, processor datapath, pipelining, and memory hierarchy. Students who have already completed CS 2310 or equivalent cannot receive credit for this course. Students cannot receive credit for both (CS 3340 or SE 3340 or TE 3340) and (CE 4304 or EE 4304). Prerequisites: (CE 1337 or CS 1337 or TE 1337 or equivalent) and (CE 2305 or CS 2305 or TE 2305). (Same as CS 3340 and TE 3340) (3-0) S (2016-03-17 10:42:54)

SE 3341 Probability and Statistics in Computer Science and Software Engineering (3 semester hours) Axiomatic probability theory, independence, conditional probability. Discrete and continuous random variables, special distributions of importance to CS/SE, and expectation. Simulation of random variables and Monte Carlo methods. Central limit theorem. Basic statistical inference, parameter estimation, hypothesis testing, and linear regression. Introduction to stochastic processes. Illustrative examples and simulation exercises from queuing, reliability, and other CS/SE applications. Students cannot get credit for both (CS 3341 or SE 3341 or STAT 3341) and ENGR 3341. Prerequisites: (MATH 1326 or MATH 2414 or MATH 2419), and (CE 2305 or CS 2305 or TE 2305). (Same as CS 3341 and STAT 3341) (3-0) S (2016-03-17 10:42:54)

SE 3345 Data Structures and Introduction to Algorithmic Analysis (3 semester hours) Analysis of algorithms including time complexity and Big-O notation. Analysis of stacks, queues, and trees, including B-trees. Heaps, hashing, and advanced sorting techniques. Disjoint sets and graphs. Course emphasizes design and implementation. Students that completed CE 3346 or TE 3346 cannot receive credit for this course. Prerequisites: (CE 2305 or CS 2305 or TE 2305) and (CE 2336 or CS 2336 or TE 2336). Prerequisite or
corequisite: **CS 3341** or **SE 3341** or **ENGR 3341**. (Same as **CE 3345** and **CS 3345** and **TE 3345**) (3-0) S (2016-03-17 10:42:54)

**SE 3354** Software Engineering (3 semester hours) Introduction to software life cycle models. Software requirements engineering, formal specification and validation. Techniques for software design and testing, Cost estimation models. Issues in software quality assurance and software maintenance. Prerequisites: (**CE 2336** or **CS 2336** or **TE 2336** or **CS 3333**), and (**CE 2305** or **CS 2305** or **TE 2305** or equivalent). Prerequisite or corequisite: **ECS 3390**. (Same as **CE 3354** and **CS 3354**) (3-0) S (2016-03-17 10:42:54)

**SE 3356** C++ Programming in a UNIX Environment (3 semester hours) Advanced programming techniques utilizing procedural and object oriented programming in a UNIX environment. Topics include file input and output, implementation of strings, stacks, queues, lists, and trees, and dynamic memory allocation/management. Design and implementation of a comprehensive programming project is required. Prerequisite: **CE 2336** or **CS 2336** or **TE 2336** or equivalent. (Same as **CS 3376**) (3-0) S (2016-03-17 10:42:54)

**SE 3v95** Undergraduate Topics in Software Engineering (1-9 semester hours) Subject matter will vary from semester to semester. May be repeated for credit as topics vary (9 hours maximum). ([1-9]-0) S (2016-03-17 10:42:54)

**SE 4347** Database Systems (3 semester hours) This course emphasizes the concepts and structures necessary for the design and implementation of database management systems. Topics include data models, data normalization, data description languages, query facilities, file organization, index organization, file security, data integrity, and reliability. Prerequisite: **CE 3345** or **CS 3345** or **SE 3345** or **TE 3345**. (Same as **CS 4347**) (3-0) Y (2016-03-17 10:42:54)

**SE 4348** Operating Systems Concepts (3 semester hours) An introduction to fundamental concepts in operating systems: their design, implementation, and usage. Topics include process management, main memory management, virtual memory, I/O and device drivers, file systems, secondary storage management, and an introduction to critical sections and deadlocks. Prerequisites: (**CS 3340** or **SE 3340** or **TE 3340** or equivalent), and (**CE 3345** or **CS 3345** or **SE 3345** or **TE 3345**), and a working knowledge of C and UNIX. (Same as **CE 4348** and **CS 4348** and **TE 4348**) (3-0) S (2016-03-17 10:42:54)

**SE 4351** Requirements Engineering (3 semester hours) Introduction to system and software requirements engineering. The requirements engineering process, including requirements elicitation, specification, and validation. Essential words and types of requirements. Structural, informational, and behavioral requirements. Non-functional requirements. Scenario analysis. Conventional, object-oriented and goal-oriented methodologies. Prerequisites: **SE 3306** and (**CE 3354** or **CS 3354** or **SE 3354** or instructor consent required. (3-0) S (2016-03-17 10:42:54)

**SE 4352** Software Architecture and Design (3 semester hours) Introduction to software design with emphasis on architectural design. Models of software architecture. Architecture styles and patterns, including explicit, event-driven, client-server, and middleware architectures. Decomposition and composition of architectural components and interactions. Use of non-functional requirements for tradeoff analysis. Component based software development, deployment and management. Prerequisites: **SE 3306** and (**CE 3354** or **CS 3354** or **SE 3354**) or instructor consent required. (3-0) S (2016-03-17 10:42:54)

**SE 4367** Software Testing, Verification, Validation and Quality Assurance (3 semester hours) Methods for evaluating software for correctness and reliability, including code inspections, program proofs and testing methodologies. Formal and informal proofs of correctness. Code inspections and their role in software
verification. Unit and system testing techniques, testing tools and limitations of testing. Statistical testing, reliability models. Prerequisites: SE 3306 and (CE 3354 or CS 3354 or SE 3354) or instructor consent required. (3-0) S (2016-03-17 10:42:54)

**SE 4376** Object-Oriented Programming Systems (3 semester hours) In-depth study of the features/advantages of object-oriented approach to problem solving. Special emphasis on issues of object-oriented analysis, design, implementation, and testing. Review of basic concepts of object-oriented technology (abstraction, inheritance, and polymorphism). Object-oriented programming languages, databases, and productivity tools. Prerequisite: CE 2336 or CS 2336 or TE 2336 or equivalent. (Same as CS 4376) (3-0) S (2016-03-17 10:42:54)

**SE 4381** Software Project Planning and Management (3 semester hours) Planning and managing of software development projects. Software process models, ISO 9000, SEI's Capability Maturity Model, continuous process improvement. Planning, scheduling, tracking, cost estimation, risk management, configuration management. Prerequisite: CE 3354 or CS 3354 or SE 3354. (3-0) Y (2016-03-17 10:42:54)

**SE 4399** Senior Honors in Software Engineering (3 semester hours) For students conducting independent research for honors theses or projects. Topics may vary. (3-0) R (2016-03-17 10:42:54)

**SE 4485** Software Engineering Project (4 semester hours) This course is intended to complement the theory and to provide an in-depth, hands-on experience in all aspects of software engineering. The students will work in teams on projects of interest to industry and will be involved in analysis of requirements, architecture and design, implementation, testing and validation, project management, software process, software maintenance, and software re-engineering. Students will also explore the potential impact of software systems on society. Additionally, this course will cover topics related to the software engineering profession including ethics and professional responsibility, entrepreneurship, and leadership. Prerequisites: at least two of SE 4351, SE 4352, SE 4367, SE 4381. (4-1) S (2016-03-17 10:42:54)

**SE 4v95** Undergraduate Topics in Software Engineering (1-9 semester hours) Subject matter will vary from semester to semester. May be used as SE Guided Elective on SE degree plans. May be repeated for credit as topics vary (9 hours maximum). ([1-9]-0) R (2016-03-17 10:42:54)

**SE 4v98** Undergraduate Research in Software Engineering (1-9 semester hours) Topics will vary from semester to semester. May be repeated for credit (9 hours maximum). Instructor consent required. ([1-9]-0) R (2016-03-17 10:42:54)