Erik Jonsson School of Engineering and Computer Science

Department of Computer Science

Software Engineering (BS)

The Computer Science Department offers the BS degree in Computer Science and the BS degree in Software Engineering. Both are based on a solid foundation of mathematics, including calculus, linear algebra, and discrete mathematics. These programs of study are designed to offer students opportunities to prepare for an industrial, business, or governmental career in a rapidly changing profession and to prepare for graduate study in a field in which further education is strongly recommended. The two programs have the same basis in core computer science, including the analysis of algorithms and data structures, modern programming methodologies, and the study of operating systems. The Computer Science program continues with courses in advanced data structures, programming languages, telecommunications networks, and automata theory, while the Software Engineering program include courses in requirements engineering, software validation and testing, and software architecture, culminating in a challenging project course in which students must demonstrate use of software engineering techniques. Both programs offer a rich choice of elective studies, including courses in artificial intelligence, computer graphics, databases, and compiler design.

The school offers a “fast track” BS / MS option; see Fast Track Baccalaureate/Master’s Degree Program.

Mission of the Department of Computer Science

The mission of the Department of Computer Science is to prepare undergraduate and graduate students for productive careers in industry, academia, and government by providing an outstanding environment for teaching, learning, and research in the theory and applications of computing. The Department places high priority on establishing and maintaining innovative research programs to enhance its education quality and make it an important regional, national, and international resource center for discovering, integrating and applying new knowledge and technologies.

Goals of the Software Engineering Program

The focus of the Software Engineering degree is to provide world class education in modern software engineering. The overall goals of the Bachelor of Science in Software Engineering Program are:

- To prepare students for software engineering positions in industry or government.
- To prepare students for graduate study in Software Engineering.
- To provide a solid foundation in Computer Science and Software Engineering principles that will
allow graduates to adapt effectively in a quickly changing field.

Program Educational Objectives for Software Engineering

Within a few years after graduation, graduates of the Software Engineering Program should:

• Have a successful, long-lived, software engineering based career path.
• Meet the needs of industry or academia.
• Contribute to, and/or lead, software engineering based teams.
• Actively pursue continuing (lifelong) learning.

ABET Accreditation

The BS program in Software Engineering is accredited by the Engineering Accreditation Commission of ABET, www.abet.org.

Bachelor of Science in Software Engineering

Degree Requirements [123 semester credit hours]

View an Example of Degree Requirements by Semester

Faculty


Associate Professors: Sergey Bereg, Lawrence Chung, Jorge A. Cobb, Vibhav Gogate, Xiaohu Guo, Kevin Hamlen, Zhiqiang Lin, Yang Liu, Neeraj Mittal, Kamil Sarac, Haim Schweitzer, Rym Zalila-Wenkstern

Assistant Professors: Alvaro Cárdenas, Cong Liu, Ryan McMahan, Benjamin Raichel, Nicholas Ruozzi, Lingming Zhang

Research Professor: Ranavir Bose

Senior Lecturers: Gordon Arnold, Ebru Cankaya, Anjum Chida, Michael Christiansen, John Cole, Chris I. Davis, Karen Doore, Timothy (Tim) Farage, Ranran Feng, Richard Goodrum, Neeraj Gupta, Shyam Karrah, Pushpa Kumar, Khiem Le, Richard K. Min, Linda Morales, Anarag Nagar, Nhut Nguyen, Mehr Nauroz Borajzany, Greg Ozbirn, Mark Paulk, Miguel Razo-Razo, William (Bill) Semper, Charles Shields Jr., Jason W. Smith, Janell Straach, Laurie Thompson, Jeyakesavan (Jey)
I. Core Curriculum Requirements: 42 semester credit hours

Communication: 6 semester credit hours

RHET 1302 Rhetoric
ECS 3390 Professional and Technical Communication

Mathematics: 3 semester credit hours

MATH 2413 Differential Calculus
or MATH 2417 Calculus I

Life and Physical Sciences: 6 semester credit hours

PHYS 2325 Mechanics
PHYS 2326 Electromagnetism and Waves

Language, Philosophy and Culture: 3 semester credit hours

Select any 3 semester credit hours from Language, Philosophy and Culture core courses (see advisor)

Creative Arts: 3 semester credit hours

Select any 3 semester credit hours from Creative Arts core courses (see advisor)

American History: 6 semester credit hours

Select any 6 semester credit hours from American History core courses (see advisor)

Government / Political Science: 6 semester credit hours

GOVT 2305 American National Government
GOVT 2306 State and Local Government

Social and Behavioral Sciences: 3 semester credit hours

ECS 3361 Social Issues and Ethics in Computer Science and Engineering

Component Area Option: 6 semester credit hours
II. Major Requirements: 73 semester credit hours

Major Preparatory Courses: 20 semester credit hours beyond Core Curriculum

- ECS 1100 Introduction to Engineering and Computer Science
- CS 1200 Introduction to Computer Science and Software Engineering
- CS 1337 Computer Science I
- CS 2305 Discrete Mathematics for Computing I
- CS 2336 Computer Science II
- MATH 2413 Differential Calculus
  or MATH 2417 Calculus I
- MATH 2418 Linear Algebra
- MATH 2414 Integral Calculus
  or MATH 2419 Calculus II
- PHYS 2125 Physics Laboratory I
- PHYS 2126 Physics Laboratory II
- PHYS 2325 Mechanics
- PHYS 2326 Electromagnetism and Waves

3 semester credit hours Science Elective

Major Core Courses: 41 semester credit hours beyond Core Curriculum

- SE 3162 Professional Responsibility in Computer Science and Software Engineering
- SE 3306 Mathematical Foundations of Software Engineering
- SE 3340 Computer Architecture
- SE 3341 Probability and Statistics in Computer Science and Software Engineering
- CS 3345 Data Structures and Introduction to Algorithmic Analysis
- CS 3354 Software Engineering
- ECS 3361 Social Issues and Ethics in Computer Science and Engineering
**SE 3377** C/C++ Programming in a UNIX Environment

**ECS 3390** Professional and Technical Communication

**SE 4347** Database Systems

**CS 4348** Operating Systems Concepts

**SE 4351** Requirements Engineering

**SE 4352** Software Architecture and Design

**SE 4367** Software Testing, Verification, Validation and Quality Assurance

**SE 4381** Software Project Planning and Management

**SE 4485** Software Engineering Project

**Major Guided Electives: 12 semester credit hours**

SE guided electives are 4000 level CS/SE courses approved by the student's CS/SE advisor. The following courses may be used as guided electives without the explicit approval of an advisor:

**CS 4141** Digital Systems Laboratory

**CS 4314** Intelligent Systems Analysis

**CS 4315** Intelligent Systems Design

**CS 4334** Numerical Analysis

**CS 4337** Organization of Programming Languages

**CS 4341** Digital Logic and Computer Design

**CS 4349** Advanced Algorithm Design and Analysis

**CS 4352** Human Computer Interactions I

**CS 4353** Human Computer Interactions II

**CS 4361** Computer Graphics

**CS 4365** Artificial Intelligence

**CS 4375** Introduction to Machine Learning

**CS 4384** Automata Theory

**CS 4386** Compiler Design

**CS 4389** Data and Applications Security

**CS 4390** Computer Networks

**CS 4391** Introduction to Computer Vision

**CS 4392** Computer Animation
An important aspect of Software Engineering education is the use of software engineering concepts in a particular application domain. Students should use two or three of their guided electives to complete one of the applications domains below. Additional application domains may become available. Completing an application domain may require careful scheduling since many of these classes will not be offered every semester. It is strongly encouraged that you consult with an advisor. Courses in each of the domain can be substituted by other appropriate elective courses offered in a particular semester with consent of the Computer Science Department.

**Networks: 9 semester credit hours**

- **CS 4390** Computer Networks
- **CS 4393** Computer and Network Security
- **CS 4396** Networking Laboratory

**Information Assurance: 9 semester credit hours**

- **CS 4389** Data and Applications Security
- **CS 4393** Computer and Network Security
- **CS 4398** Digital Forensics

**Embedded Systems: 9 semester credit hours**

- **CS 4141** Digital Systems Laboratory
- **CS 4341** Digital Logic and Computer Design
- **CS 4397** Embedded Computer Systems
**Computer Imaging: 9 semester credit hours**

- **CS 4361** Computer Graphics
- **CS 4391** Introduction to Computer Vision
- **CS 4392** Computer Animation

**Artificial Intelligence and Cognitive Modeling: 9 semester credit hours; take 3 of 5**

- **CS 4314** Intelligent Systems Analysis
- **CS 4315** Intelligent Systems Design
- **CS 4365** Artificial Intelligence
- **CS 4375** Introduction to Machine Learning
- **CS 4395** Human Language Technologies

**Human-Computer Interaction: 9 semester credit hours**

- **CS 4352** Human Computer Interactions I
- **CS 4353** Human Computer Interactions II
- **CS 4361** Computer Graphics

**III. Elective Requirements: 8 semester credit hours**

**Free Electives: 8 semester credit hours**

All students must accumulate at least 123 semester credit hours of university credit to graduate. Both lower- and upper-division courses may count as free electives but students must complete at least 51 semester credit hours of upper-division courses to qualify for graduation.

Degree programs in the Erik Jonsson School of Engineering and Computer Science are governed by various accreditation boards that place restrictions on classes used to meet the curricular requirements of degrees they certify. For this reason, not all classes offered by the University can be used to meet elective requirements. Please check with your academic advisor before enrolling in classes you hope to use as free electives.

**Fast Track Baccalaureate/Master’s Degrees**

In response to the need for post-baccalaureate education in the exciting field of software engineering, a Fast Track program is available to well-qualified UT Dallas undergraduate students. Qualified seniors may take up to 15 graduate semester credit hours that may be used to complete the baccalaureate degree and also to satisfy the requirements for the master’s degree. Interested
students should see the Associate Dean of Undergraduate Education (ADU) for specific requirements.

Interested students should see the Associate Dean of Undergraduate Education (ADU) for specific admission requirements to the Fast Track program.

**Honors Programs**

The Department of Computer Science offers an Honors Program called Computer Science Computing Scholars (CS2). (CS2) is an intense Bachelor of Science in Computer Science Degree Program created for exceptionally gifted students who wish to pursue a demanding course of study enriched throughout with research experiences. The Computing Scholars Program has a specially designed curriculum. Courses integrate discussion of current research, recent discoveries, and open problems into a rich logical progression of firmly related topics. Course numbers for the Core Curriculum Requirements and Major Requirements are the same as those for the Bachelor of Science in Computer Science, but Computing Scholars take honors versions of the following courses: ECS 1100, CS 2305, CS 3305, CS 3340, CS 3341, CS 3345, CS 3354, CS 4141, CS 4337, CS 4341, CS 4348, CS 4349, CS 4384, CS 4485.

Admission to the program is mainly by nomination and invitation. Those invited to join the Computing Scholars Honors Program will have successfully completed a full and challenging high school curriculum, will have achieved high scores on the SAT or ACT tests, and will be about to graduate from high school, or equivalent, with high class rank.

Successful participants will graduate with the added distinction of a Computing Scholars Honors Diploma.

For more information about this program students should contact the Computer Science Department leadership.

**Certificates**

A Certificate in Information Assurance can be obtained by completing the following (as well as any required prerequisites):

- **CS 4389** Data and Applications Security
- **CS 4393** Computer and Network Security
- **CS 4398** Digital Forensics

The certificate is intended for those individuals who are working in the industry and who already have background similar to a BS degree. CS and SE majors that complete the required classes, as well as students that complete the Minor in Information Assurance will be awarded certificates in Information Assurance.

1. Incoming freshmen must enroll and complete requirements of UNIV 1010 and the corresponding school-related freshman seminar course. Students, including transfer students, who complete their core curriculum at UT Dallas must
take UNIV 2020.

2. Curriculum Requirements can be fulfilled by other approved courses. The courses listed are recommended as the most efficient way to satisfy both Core Curriculum and Major Requirements at UT Dallas.

3. Semester credit hours fulfill the communication component of the Core Curriculum.

4. Three semester credit hours of Calculus are counted under Mathematics Core, and five semester credit hours of Calculus are counted as Component Area Option Core.

5. Six semester credit hours of Physics are counted under Science core, and one semester credit hour of Physics (PHYS 2125) is counted as Component Area Option Core.

6. Semester credit hours contribute to the Social and Behavioral Sciences component of the Core Curriculum.

7. Transfer students with sufficient background may petition to substitute upper-division semester credit hours in the major for this class.

8. Semester credit hours fulfill the communication elective of the Core Curriculum.

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