TOTAL HOURS = 120

SOFTWARE ENGINEERING CONCENTRATION (18 HRS)

FALL 1
- CSC 1350 Intro CS1
- MATH 1550 Calc I
- ENGL 1001 Comp I
- Science Seq I or II Lab

S PRING 2
- CSC 1351 Intro CS II
- MATH 1552 Calc II
- Gen Ed HUM ENGL or HNRS 2000+
- Science Seq I or II Lab

FALL 3
- CSC 3102 Adv Data Str
- MATH 2090 DE & Lin Alg
- Gen Ed HUM CMST
- Science Seq I or II Lab

S PRING 4
- CSC 3501 Comp Org & Design
- CSC 2259 Discrete Structures
- Gen Ed Hum CMST See degree audit

FALL 5
- CSC 3304 Sys Prog
- CSC 2262 Num Methods
- Gen Ed HUM ENGL or HNRS 2000+
- Science Seq I or II Lab

S PRING 6
- CSC 3308 OO Design
- CSC 4101 Prog Lang
- Gen Ed Hum CMST See degree audit

FALL 7
- CSC 4402 DB Mgt Sys
- CSC 4310 Op Sys
- CSC 4332 SW Testing

S PRING 8
- CSC 4330 Software Sys
- CSC 4351 Compil Constr
- CSC 2+++

HOURS: 15 15 17 15 13 15 15 15 = 120

FLOWCHART LEGEND

- Credit required
- Credit or registration required
- Credit required BEFORE enrolling in next course in the sequence
- Grade of "C" or better required
- Two hours of science lab is required and may be with the science sequence chosen

* See CSC & E Division for approved list and substitutions; in general, Group A: STEM++ 2000 level and above;
  Group B: AVATAR DM Art-track electives

** Pre-approved concentration area electives:
  CSC 4243, 4263, 4356, 4357, 4360, 4362, 4370, 4444, 4501, 4502, 4585, 4610, 4740, 4762, 4890; EE 4895; IE 4461; ISDS (MAX 6 HRS.) 4111, 4112, 4113, 4120, 4125, 4141; other electives subject to approval

OFFICE: 3325 Patrick F. Taylor Hall

SOFTWARE ENGINEERING (CSC SEG)