



# **Undergraduate Program Guide**

## **Bachelor of Science**

**in**

## **Software Engineering**

**2014-2015**

**DEPARTMENT OF  
COMPUTER SCIENCE and ENGINEERING**

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# BSSE UNDERGRADUATE PROGRAM GUIDE

## PURPOSE

This document has been prepared to assist the new or prospective student in understanding the undergraduate program in Software Engineering (SE) offered by the University of Texas at Arlington.

The Undergraduate Catalog is the official source of university information. Each student should become familiar with it, and consult it for answers to questions regarding policies, regulations, and course descriptions. It is also important that all students watch for memos and notices posted on the CSE department bulletin boards and website that pertain to undergraduate students. These notices are of a current or real-time nature, dealing with required student actions or important opportunities.

## PROGRAM OBJECTIVES

The BSSE program has been formulated so that graduates will: (1) pursue the software engineering profession or advanced studies supported by their abilities to apply knowledge of mathematics, science, computer science and supporting disciplines, and software engineering; (2) advance in the software engineering profession supported by their abilities to effectively communicate and work in one or more significant application domains, function in multi-disciplinary teams, analyze, design, verify, validate, implement, and maintain software systems using software engineering technologies and tools; and (3) demonstrate success and leadership while advancing the practice of software engineering by contributing to the growth of their employers, communities, and professional societies through life-long learning, understanding professional ethics and responsibilities, and the impact of engineering solutions in a global and societal context.

In all three programs of study, design experiences are included throughout the first three years of the curriculum and culminate in a major team-oriented project in the senior year that approximates an industrial work experience. All programs strive to provide students with opportunities to interface with the profession through avenues such as cooperative education programs, professional society activities, plant trips, special projects, and industry speakers programs.

## PROGRAM OUTCOMES

From the educational objectives described above, the department designed the program to meet the following Program Outcomes, to ensure that its graduates have:

- an ability to apply knowledge of mathematics, science, and engineering
- an ability to design and construct experiments, as well as to analyze and interpret data
- an ability to design a system, component, or process to meet desired needs
- an ability to function on multidisciplinary teams
- an ability to identify, formulate, and solve engineering problems
- an understanding of professional and ethical responsibility
- an ability to communicate effectively
- the broad education necessary to understand the impact of engineering solutions in a global and societal context
- a recognition of the need for, and the ability to engage in, lifelong learning
- a knowledge of contemporary issues
- an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice

This guide is not an official publication and the contents hereof are not official policy of The University of Texas at Arlington or of The University of Texas System. In all matters, the Rules and Regulations of the Regents of The University of Texas System, The Handbook of Operating Procedures of The University of Texas at Arlington, and the Undergraduate Catalog of The University of Texas at Arlington shall supersede this guide.

## PROGRAM OVERVIEW

The computer science program started at UTA in the early 1970's as a master's program within the Industrial Engineering Department. A Ph.D. program began a few years later. The bachelor's degree was first offered in 1978.

A separate Department of Computer Science and Engineering was established in 1980, and the undergraduate program was accredited by the Accreditation Board for Engineering and Technology (ABET) in 1983, and has maintained its accreditation ever since. This was the first CSE undergraduate program to be accredited in the state. The program received accreditation from the Computing Sciences Accreditation Board (CSAB) in 1995, making it the first program in Texas accredited by both ABET and CSAB. In 2001 the CSE department started the Bachelor of Science in Computer Science degree and the Bachelor of Science in Software Engineering degree.

Our graduates are readily recruited by industry and can be found in exciting computer-related positions throughout the area and the nation.

## DEGREE REQUIREMENTS

The degree requirements for the Bachelor of Science in Software Engineering (BSSE) degree are given below. The program is divided into two levels or subprograms: the pre-professional and the professional programs. All pre-professional courses must be passed with at least a C grade and a minimum UTA GPA of 2.25 must be earned before the student is admitted to the professional program. In addition, all prerequisites for professional courses must be passed with a C grade.

Two four-hour freshman level foreign language courses in the same language are also required unless the student has completed at least two years of a foreign language in high school or English is his/her second language.

### Pre-Professional Courses

|                           |   |
|---------------------------|---|
| English:                  | ENGL 1301 and 1302                              |
| Mathematics:              | MATH 1426 and 2425                              |
| Natural Science:          | PHYS 1443 and 1444                              |
| Computer Science & Engr.: | CSE 1104, 1105, 1320, 1325, 2312, 2315 and 2320 |

### General Education Courses

|                                 |   |
|---------------------------------|---|
| Language, Philosophy & Culture: | 3 hours approved Language, Philosophy & Culture elective (see page 8) |
| Component Area Option:          | COMS 2302   |
| Creative Arts:                  | 3 hour approved creative arts elective (see page 8)                   |
| History:                        | HIST 1311 and 1312  |
| Political Science:              | POLS 2311 and 2312  |
| Social & Behavioral Sciences:   | IE 2308 or ECON 2305  |

### Professional Courses

|                           |  |
|---------------------------|--|
| Computer Science & Engr.: | CSE 3302, 3310, 3311, 3315, 3320, 3330, 4314, 4316, 4317, 4321, 4322 and 4361    |
| Industrial Engineering:   | IE 3301 (or MATH 3313)   |
| Mathematics:              | CSE 3380 or MATH 3330, and a three hour approved mathematics elective (see p. 7) |
| Science:                  | 4 hour approved science elective (see page 7)                                    |
| Technical Electives       | 9 hours of approved technical electives (see page 7)                             |
| Pre-Professional Total:   | 39 hours   |
| General Education Total:  | 24 hours   |
| Professional Total:       | 58 hours   |
| Total (for degree):       | 121 hours, plus modern and classical languages as required                       |

## **ADMISSION REQUIREMENTS**

Requirements for admission as a Software Engineering (SE) major are governed by the requirements stated under the College of Engineering section of the Undergraduate Catalog.

All entering students majoring in Software Engineering are permitted to enroll in general education and pre-professional courses for which they are qualified. Students completing these pre-professional courses must meet the academic requirements specified by the College of Engineering prior to applying for admission to the professional program. The Department of Computer Science and Engineering requires a 2.25 grade point average on a 4.0 scale in each of three categories: (1) overall, (2) required science, mathematics, and engineering courses, and (3) required CSE courses. Students not in the professional program will not be allowed into any (4000) senior level courses.

## **PRIOR PREPARATION**

The baccalaureate program in Software Engineering (SE) is a four-year program, and requirements for the degree are based upon prior high school preparation through either an honors or college track. More specifically, entering students are expected to have a background in mathematics through pre-calculus, high school chemistry, and programming in a high-level language such as C, C++, Java or Python.

Students who have not had the appropriate preparation should contact the departmental advising office for assistance in structuring a degree plan that will include leveling courses. Students requiring leveling courses may require a longer period of time to complete their undergraduate program.

## **READINESS EXAMINATIONS**

Students will be required to pass readiness examinations **before enrolling in the courses listed below** unless the course prerequisite was taken at U.T. Arlington and passed with a C or better grade. Students not passing the readiness examination must take the prerequisite course. A readiness examination may be taken only once per course and only before enrolling in any CSE courses. Additional information is available in the departmental office.

CSE 1320: Intermediate Programming  
CSE 1325: Object-oriented Programming

## **STUDENT ADVISING**

Software Engineering (SE) majors are required to be advised by a departmental advisor each semester. Consult the departmental bulletin boards or Web site for advising hours. New and transfer students must also be advised prior to the beginning of the semester in which they first enroll.

## **TRANSFER STUDENTS AND TRANSFER CREDITS**

After admission and prior to registration, transfer students should contact the Department of Computer Science and Engineering for advising. At the time of advising, a transfer student must present to their undergraduate advisor an official transcript (or copy) from each school previously attended. Only the equivalent courses in a program accredited by the Accreditation Board for Engineering and Technology (ABET), or equivalent freshman, sophomore, or general education courses accepted by the department chairperson can be counted toward a degree in software engineering.

A student, once admitted to The University of Texas at Arlington and enrolled in the Software Engineering (SE) program, cannot enroll in courses at another college or university and transfer those courses for credit toward a Software Engineering (SE) degree without having obtained prior permission from the Department of Computer Science and Engineering.

## **COOPERATIVE EDUCATION PROGRAM**

Cooperative education or Co-op programs are arrangements where students interleave periods of full-time employment with periods of full-time study, usually during the last two years of a degree program. The employment is directly related to the student's major and pays an attractive salary. Thus, Co-op students gain valuable career related experience before graduating while earning a meaningful income. Cooperative education opportunities are plentiful for Software Engineering (SE) students.

## **HONORS PROGRAM**

The Computer Science and Engineering department encourages qualified SE majors to participate in the Honors College described in the Undergraduate Catalog. Projects may be pursued in any one of the areas of research within the Department of Computer Science and Engineering.

## **GRADUATE DEGREE PATHS**

Computing is a rapidly changing discipline requiring lifelong learning by its professionals. Completing a graduate degree enhances an individual's ability to apply their knowledge and skills to meet on the job challenges and the needs of society. Pursuing a graduate degree on a full-time basis immediately after completing the baccalaureate is an attractive option for many students. Students are encouraged to discuss possibilities with a Graduate Advisor upon advancement to a Bachelor of Science professional program.

### **Fast Track Program for Master's Degree**

The Fast Track Program enables outstanding UT Arlington senior undergraduate students in Software Engineering to satisfy degree requirements leading to a master's degree while completing their undergraduate studies. When senior-level students are within 15 hours of completing their undergraduate degree requirements, they may take up to 9 hours of graduate level coursework designated by the Graduate Program to satisfy both undergraduate and graduate degree requirements. In the limiting case, a student completing the maximum allowable hours (9) while in undergraduate status would have to take only 21 additional hours to meet minimum requirements for graduation in a 30 hour thesis master's degree program (M.S.) or 27 additional hours for a non-thesis master's degree program (M.S.)

Interested UT Arlington undergraduate Software Engineering students should apply to the Graduate Program when they are within 30 hours of completing their bachelor's degrees. They must have completed at least 30 hours at UTA, achieving a GPA of at least 3.0 in those courses, and have an overall GPA of 3.0 or better in all college courses. Additionally, they must have completed at least 11 hours of specified undergraduate foundation courses with a minimum GPA of 3.3 in those courses. Contact the Undergraduate Advisor or Graduate Advisor in Computer Science & Engineering for more information about the program.

### **Direct Acceptance to Doctoral Programs from Bachelor's Degree Program**

Excellent undergraduate students may qualify for acceptance to doctoral studies without the intermediate completion of a master's degree. Students should discuss the expected level of commitment and possibilities for long-term support with a Graduate Advisor.

## **ELECTIVE COURSES**

Courses that can be used to satisfy the various elective requirements in the SE curriculum are listed below by category. ***Please note that courses listed in more than one category may be used to satisfy the requirements of only one of those categories.***

## Mathematics Electives

Any of the following courses may be used to satisfy the mathematics/science elective requirement. The use of any other course for the mathematics/science elective requirement must be approved in advance by the department chairperson. **Consult the undergraduate catalog for course descriptions and prerequisites.**

MATH 2326 - Calculus III  
MATH 3300 - Introduction to Proofs  
MATH 3303 - Mathematical Game Theory  
MATH 3304 - Linear Optimization Applications  
MATH 3307 - Elementary Number Theory  
MATH 3315 - Mathematical Models  
MATH 3318 - Differential Equations  
MATH 3321 - Abstract Algebra  
MATH 3335 - Analysis I  
MATH 3345 - Numerical Analysis and Computer Applications  
CSE 4345 – Computational Methods

## Science Electives

Any of the following courses may be used to satisfy the science elective requirement. The use of any other course for the science elective must be approved in advance by the department chairperson. **Consult the undergraduate catalog for course descriptions and prerequisites.**

BIOL 1441 - Cell and Molecular Biology  
CHEM 1441 - General Chemistry  
CHEM 1465 – Chemistry for Engineers  
GEOL 1425 - Earth Systems

## Technical Electives

Any of the following courses may be used to satisfy the technical elective requirements. The use of any other course for the technical elective must be approved in advance by the lead undergraduate advisor. The courses may be taken in any combination **except one or more must be 4000-level CSE courses**. **Consult the undergraduate catalog for course descriptions and prerequisites.**

CSE 4303 – Computer Graphics  
CSE 4305 – Compilers for Algorithmic Languages  
CSE 4308 – Artificial Intelligence I  
CSE 4309 – Artificial Intelligence II  
CSE 4319 – Modeling and Simulation  
CSE 4323 – Quantitative Computer Architecture  
CSE 4331 – Database Implementation and Theory  
CSE 4334 – Data Mining  
CSE 4340 – Mobile Systems Engineering  
CSE 4344 – Computer Network Organization  
CSE 4345 – Computational Methods  
CSE 4346 – Advanced Computer Networks  
CSE 4348 – Multimedia Systems  
CSE 4351 – Parallel Processing  
CSE 4360 – Autonomous Robot Design and Programming  
CSE 4380 – Information Security  
CSE 3313 – Introduction to Signal Processing  
EE 3317 – Linear Systems  
IE 3315 – Operations Research I



## Language, Philosophy & Culture

Any of the following courses may be used to satisfy the language, philosophy & culture elective requirement. The use of any other course for the language, philosophy & culture elective must be approved in advance by the department chairperson. **Consult the undergraduate catalog for course descriptions and prerequisites.**

ANTHROPOLOGY (ANTH)  
2322

ARABIC (ARAB)  
2314

ARCHITECTURE (ARCH)  
2300

ART & ART HISTORY (ART)  
1317

CHINESE (CHIN)  
2314

ENGLISH (ENGL)  
2303 2309 2319 2329

FRENCH (FREN)  
2314

GERMAN (GERM)  
2314

GLOBAL (GLOBAL)  
2301

INTERDISCIPLINARY STUDIES (INTS)  
1310

KOREAN (KORE)  
2314

LINGUISTICS (LING)  
2371

## Creative Arts Electives

Any of the following courses may be used to satisfy the creative arts elective requirement. The use of any other course for the creative arts elective must be approved in advance by the department chairperson. **Consult the undergraduate catalog for course descriptions and prerequisites.**

ARCHITECTURE (ARCH)  
1301

ART & ART HISTORY (ART)  
1301 1309 1310

MUSIC (MUSI)  
1300

THEATER ARTS (THEA)  
1342 1343

# BS in Software Engineering (BSSE), 2014-2015 catalog

