King Saud University
College of Computer and Information Sciences
Software Engineering Department

Guide of the Software Engineering Bachelor Program

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Software Engineering Department

Software Engineering (SwE) is a computing as well as an engineering discipline: it applies the principles of computer science, mathematics, and engineering to achieving high quality and cost-effective solutions to software problems in a systematic, controlled, and efficient manner.

Vision:

The SWE program aims to become the top education program in Software Engineering at the national, regional, and international levels.

Mission:

The SWE program is committed to producing highly qualified software engineers that serve society needs and contribute to transforming society into a Knowledge-based Society.

Career Opportunities

The need for highly skilled software engineers is growing day after day. Graduates from the SWE program will have various career opportunities in the software and IT industry including the followings:

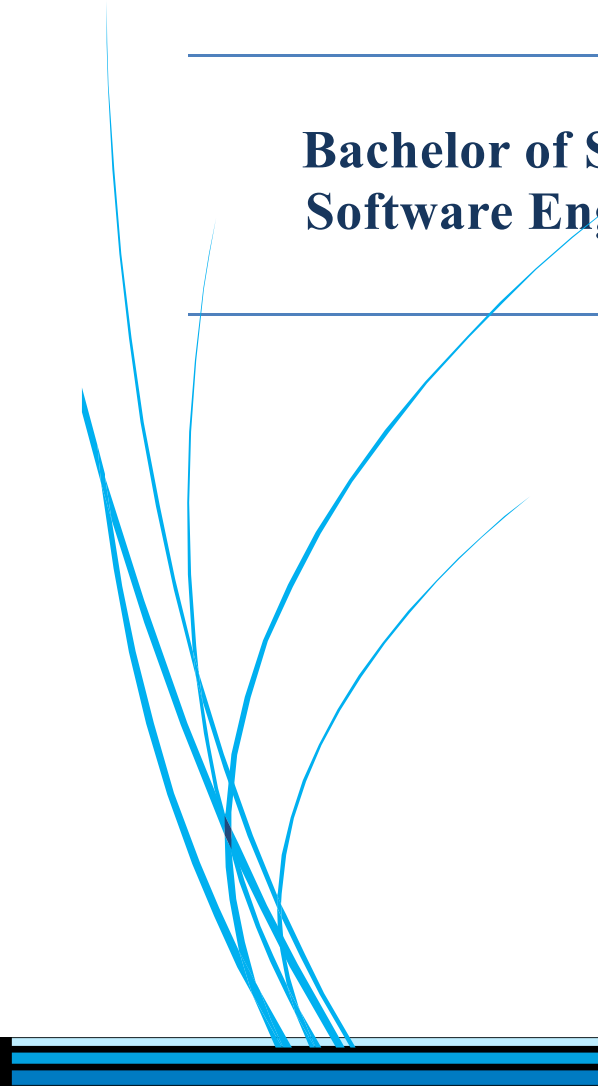
- Software architect
- Software designer
- Software systems analyst
- Software business analyst
- Software engineer
- Software quality assurance specialist
- Software project manager

Postgraduate Studies

Graduates from the SWE program will have the opportunity to pursue postgraduate studies and succeed in academic and research careers. They can apply for the postgraduate programs offered by the Software Engineering:

- MSc in Software Engineering, open since Fall 2012 and offering both Courses Track and Thesis Track.
- PhD in Software Engineering, open since Fall 2019.

Bachelor of Science in Software Engineering



- Program Information

The department of Software Engineering (SWE) is the latest addition to the college of computer and information sciences. It was founded on 8/5/1427H as an evolution of the department of computer technology. The study plan of the SWE bachelor program was adopted by the board of the college of computer and information sciences on 14/4/1428H and was approved by the council of the University on 4/6/1428H. The first batch of male SWE students were accepted in 1429H (2008) and later graduated in summer 1432H (July 2011). Three years later, the first batch of female SWE students joined the department in fall 1436H (September 2015) and graduated in 1439H (2018).

- Academic Accreditations

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

The B.Sc. program In Software Engineering is professionally accredited by the Education & Training Evaluation Commission (ETEC)

The B.Sc. program in Software Engineering is professionally accredited by The Saudi Council of Engineers
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- Program Educational Objectives

1. Possess essential professional software engineering skills that make them confident to develop high-quality software solutions in various application domains under various realistic constraints.
2. Engage and succeed in their professional careers through team work, ethical behavior, and effective communication.
3. Demonstrate an understanding of the importance of life-long learning through professional development, practical training, and specialized certifications.
4. Assume progressively leading and influential roles in their organizations and communities.
5. Pursue postgraduate studies and succeed in academic and research careers.

- Student Outcomes

In concordance with ABET requirements for SWE programs, graduates from the SWE B.Sc. program will possess by the time of graduation the following essential computing and engineering skills:

SO 1. an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics

SO 2. an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors

SO 3. an ability to communicate effectively with a range of audiences

SO 4. an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts

SO 5. an ability to function effectively on a team whose members together provide leadership,

create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives

SO 6. an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions

SO 7. an ability to acquire and apply new knowledge as needed, using appropriate learning strategies.

- Admission

The requirement for the admission of students to the College of Computer and Information Sciences is based on a composite average not less than 75% which is calculated as follows:

- 25% of General Aptitude Test
- 25% of Subject Achievement Test
- 25% of GPA in Common year
- 25% of Math Courses in Common Year

The priority of acceptance for admission is given to those applicants with the highest composite average.

Study Plan

Code	Code Meanings
P	Prerequisite
C	Co-requisite
CHs	Completed Hours

YEAR 1				
LEVEL (SEMESTER) 1				
Course Code	**Course Title**	**Credit Hours**	**Pre-requisites**	**Co-Requisites**
ENGL 100	English Language	6		
MATH 101	Differential Calculus	3		
CHEM1 101	General Chemistry (1)	4		
ARAB 100	Writing Skills	2		
ENT 101	Entrepreneurship	1		
Total			**16 CH**	
LEVEL (SEMESTER) 2				
STAT 101	An Introduction to Probability & Statistics	3		
EPH 101	Fitness and Health Education	1		
CT 101	IT Skills	3		
CUR 101	University Skills	3		
ENGL 110	English	6	**ENGS 100**	
Total			**16 CH**	

YEAR 2				
LEVEL (SEMESTER) 3				
CSC 111	Computer Programming I	4	**CT 101**	
MATH 106	Integral Calculus	3	**MATH 101**	
MATH 151	Discrete Mathematics	3	**MATH 101**	
PHYS 103	General Physics I	4		
---	Mathematics and Statistics Elective	3		
---	General Education	2		
Total			19 CH	
LEVEL (SEMESTER) 4				
SWE 211	Introduction to Software Engineering	3	**MATH 151** **CSC 111**	
CSC 113	Computer Programming II	4	**CSC 111**	
MATH 244	Linear Algebra	3	**MATH 106**	
CEN 303	Computer Communications and Networks	3		
PHYS 104	General Physics II	4	**PHYS 103**	
---	General Education	2		
Total			**19 CH**	

YEAR 3				
LEVEL (SEMESTER) 5				
SWE 314	Software Security Engineering	3	**CENX 303**	
SWE 312	Software Requirements Engineering	3	**CSC 113** **SWE 211**	
CSC 212	Data Structures	3	**CSC 113**	
CSC 220	Computer Organization	3	**CSC 111**	
--	Mathematics and Statistics Elective	3		
--	Constrained Elective - Basic Sciences	3		
Total			**18 CH**	
LEVEL (SEMESTER) 6				
SWE 381	Web Application Development	3	**SWE 211**	
SWE 321	Software Design and Architecture	3	**SWE 312 & SWE 314**	
SWE 333	Software Quality Assurance	2	**SWE 312**	
IS 230	Introduction to Database Systems	3	**CSC 212**	
CSC 227	Operation Systems	3	**CSC 212** **CSC 220**	
--	Department Elective	3		
Total			**17 CH**	

Level 6 Summer

YEAR 4				
LEVEL (SEMESTER) 7				
SWE 444	Software Construction Laboratory	2	**SWE 321 SWE 333**	
SWE 434	Software Testing & Validation	3	**SWE 333**	
SWE 496	Graduation Project I	3	**95 CH Passed SWE 321**	
SWE 477	Software Engineering Code of Ethics & Professional Practice	2	**95 CH Passed**	
SWE 482	Human-Computer Interaction	3	**SWE 381**	
IC 107	Professional Ethics	2		
SWE 479	Practical Training	1	**95 CH Passed**	
Total			**16 CH**	
LEVEL (SEMESTER) 8				
SWE 466	Software Project Management	3	**SWE 333**	
SWE 455	Software Maintenance & Evolution	2	**SWE 434**	
SWE 497	Graduation Project II	3	**SWE 496**	
IC 108	Contemporary Issues	2		
--	Department Elective	3		
--	Department Elective	3		
Total			**16 CH**	
Grand Total			**137 CH**	

DEPARTMENT ELECTIVES – Student selects 3 courses (9 CH)				
Code	Hours	Course Name	Pre-requisite	
SWE481	3	Advanced Web Applications Engineering	SWE312 - p	SWE381 - p
SWE483	3	Mobile Application Development	CSC 113 - p	
SWE484	3	Multimedia Computing	SWE 314	
SWE485	3	Selected Topics in Software Engineering	95 CHs	
SWE486	3	Cloud Computing and Big Data	CEN303–p	IS230 - p
SWE488	3	Complex System Engineering	95 CHs	
CEN316	3	Computer Architecture	CSC 220 – p	
CEN445	3	Network Protocols & Algorithms	CEN303 – p	
CEN318	5	Embedded Systems Design	CEN303 – p	
CSC215	3	Procedural Language	CSC111– p	
CSC311	3	Algorithms	CSC212 – p	
CSC361	3	Artificial Intelligence	CSC212–p	
CSC476	3	Computer Graphics	CSC212 –p	
CSC478	3	Digital Image Processing	CSC361–p	
IS 385	3	Enterprise Resource Planning Systems	IS 230- p	
IS 485	3	ERP Systems Lab	IS 385- p	
Subtotal	48			

Math and Statistics - elective group (6 credits hours required)				
Code	Hours	Course Name	Pre-requisite	
MATH200	3	Differential and Integral Calculus	MATH 106 -p	
MATH254	3	Numerical Analysis	MATH 244 - p	
OPER122	3	Introduction to Operations Research		
Subtotal	9			

General Sciences - elective group (3 credits hours required)				
Code	Hours	Course Name	Pre-requisite	
BIOL145	3	Biology		
BCH101	4	General Biochemistry		
MIC140	3	General Microbiology		
GPH201	3	Principles of Geophysics		
PHYS201	3	Mathematical Physics I		
Subtotal	15			

University Requirements - elective group (4 credits hours required)				
Code	Hours	Course Name	Pre-requisite	
QURN 100	2	The Holy Quran		
IC100	2	Studies in the prophet biography		
IC101	2	Principles of Islamic Culture		
IC102	2	Family in Islam		
IC103	2	Economic System in Islam		
IC104	2	Islamic Political System		
IC105	2	Human Rights		
IC106	2	Medical Jurisprudence		
IC109	2	Development Role of Women		
Subtotal	18			

Courses Catalog

Bachelor's Program Courses

Course Code	SWE 211	**# hours**	3(3+0+1)
Course Name		Introduction to Software Engineering	

This is a central course, presenting the basic principles and concepts of software engineering and giving firm foundation for many other courses in the field. It gives broad coverage of the most important terminology and concepts in the software engineering.

Course Code	SWE312	**# hours**	3(3+0+1)
Course Name		Software Requirements Engineering	

The course covers requirements engineering in depth including the followings: requirements Engineering Process - Elicitation of requirements - Functional and non-functional requirements - System services and constraints – Quality of Requirements - Requirements traceability matrix - Metrics for non-functional requirements - Use case description - Use case and context diagrams - Software Requirements Specification -IEEE Standard - Requirements for agile developments - Requirements for various systems: embedded systems, web-based systems, business systems, etc. – Requirements management. Ethical behavior of software analysts with respect to stakeholders when gathering the requirements will be also discussed. This course gives also a brief introduction to formal specifications using specification languages such as Z or B. Students participate in a group project on software requirements analysis and specification and requirements management case tools.

Course Code	SWE314	**# hours**	3(3+0+1)
Course Name		Software Security Engineering	

This course mainly deals with engineering techniques for developing secure software systems. It covers Security fundamentals of Information assurance concepts (confidentiality, integrity, and availability); Nature of threats (e.g., natural, intentional, and accidental); Encryption, digital signatures, message authentication, and hash functions; Common cryptographic protocols (applications, strengths, and weaknesses) relevant to buffer overflows, SQL injections, format string bugs, integer overflows, heap attacks, race conditions, concurrency vulnerabilities, access control, and malicious code; and Nontechnical security issues (e.g., social engineering). The course also covers Computer and Network security issues relevant to Network security threats and attacks; Use of cryptography for network security; and Protection and defense mechanisms and tools. Furthermore, the course focuses on developing secure software by covering topics such as Building security into the software development life cycle, Security in requirements analysis and specification, Secure design principles and patterns, and Secure software construction techniques. A course project is included for demonstration of different techniques.

Course Code	SWE321	# hours	3(3+0+1)
Course Name		Software Design and Architecture	

This course covers the fundamental design principles and strategies for software architecture and design. Architectural styles, quality attributes notations and documents, reference architecture, domain-specific architecture in architecture process and pattern-oriented design, component-oriented design, aspect-oriented design, and interface design in detail design process are discussed. Software evolution, flexibility, Middleware architectures such as COM and .NET are also discussed. An introduction to SOA is also presented. An overview of design issues in user interfaces and the concepts of reusability, portability and robustness in design are also given in the course. Students participate in a group project on software design and architecture and design tools.

Course Code	SWE333	# hours	2(2+0+1)
Course Name		Software Quality Assurance	

This course introduces fundamental concepts related to Quality Assurance and Measurements and Metrics in the software industry: Measurements of product, process and resource attributes -Planning a measurements program -Goal/Question/Metric-Collection & analysis of software empirical measurements -Building software metrics -Quality concepts –Software quality assurance -Software quality management -Quality planning and control -Quality manual -Product and process standards -Internal and external software quality attributes -Software reviews, walkthrough and inspection -Statistical software quality assurance –Software configuration management -Software reliability – International Software quality models, e.g. ISO 9000 Quality standards and ISO 9000-3, etc..-Software process improvement –The Capability Maturity Model (CMM), Balanced scorecards. Ethical responsibility to produce high-quality software is also discussed. Students participate in a group project on Software quality assurance.

Course Code	SWE381	# hours	3(3+0+1)
Course Name	Web Application Development		

This course is a basic introduction to the Internet and WWW. It covers the following topics Static web page development using HTML. Formatting web pages with tables, images, frames and CSS (Cascading Style sheets). Introduction to client side scripting such as JavaScript. Dynamic web content generation and use of DHTML. Introduction to server side programming such as PHP, JSP, Java Servlets, and ASP .NET. Database connectivity to web applications. Fundamentals of Web 2.0 – the modern web applications. Basics of other relevant concepts and technologies such as XHTML, XML, Web Services, and Ajax. Students participate in a group project on web design and development.

Course Code	SWE434	# hours	3(3+0+1)
Course Name	Software Testing and Validation		

The course covers software testing and validation in details and include the following topics: Introduction to testing - Software validation and verification – Test cases – Managing the testing process: developing test plans, test scripts and test cases, reports - Unit, functional, and acceptance testing - Black-box and white-box testing - Equivalence partitioning - Path testing – Cyclomatic complexity - Integration testing – System Testing: Regression testing; Interface testing; Stress testing; Incremental testing; Interaction and Usability testing ... etc. - Object-oriented testing - Software testing tools - Alpha, beta, and user acceptance testing – Testing in agile development environment - Automated testing. Students participate in a group project on software testing. Students participate in a group project on software testing.

Course Code	SWE444	**# hours**	2(0+4+0)
Course Name		Software Construction Laboratory	

This is a course offered as a laboratory where students practice the material learned in previous courses through directed study and supervision. The focus will be mainly on analysis, design and implementation. Some concepts related to project planning and to quality assurance will also be considered. The class is an ongoing project in which students register to participate as engineers in a specific role in accordance to individual levels of expertise and profile. More emphases should be given in producing a small software application using various tools including case tools, database systems, and programming environments.

Course Code	SWE455	**# hours**	2(2+0+1)
Course Name		Software Maintenance and Evolution	

This course will introduce the four types of maintenance: corrective, adaptive, perfective, and preventive maintenance; economic implications of maintenance; managerial issues related to system maintenance such as maintenance organizational structure; quality measurement, processes related to change requests and configuration management. Topics including: Website maintenance; role of CASE tools; reverse engineering, reengineering; code restructuring and amenability measures. Release and configuration management will be also discussed. Students will also learn different maintenance process models such as: Boehm, Osborne, Iterative enhancement and reuse-oriented modes. Students participate in group project in Software Maintenance and Evolution.

Course Code	SWE466	**# hours**	3(3+0+1)
Course Name		Software Project Management	

This course covers main concepts, tools, and techniques related to project management (time, cost, quality, scope, risk, human resources, communications) focusing on software projects. The topics include project planning, organization, size/cost/time estimation, leaders and managers skills and responsibilities; work breakdown structure (WBS), scope management; scheduling; budget control; progress monitoring; human resource management; risk management, communication management, project velocity, project tracking, project quality metrics and post-performance analysis, software contracts, intellectual property and licensing etc. The understanding and use of a project management tool (e.g., MS project) as well as the use of a size/cost estimation software/method. Standards in project management, such as ISO 9001:2000 (Quality Management Systems – Requirements), ISO12207 (software development process), IEEE 1058-1998 along with SEI's CMM and CMMI model will also be discussed. Students will participate in a group project in order to gain a real-life practice of project management.

Course Code	SWE477	# hours	2(2+0+1)
Course Name		Software Engineering Code of Ethics & Professional Practice	

This course is an introduction information ethics in general and to the professional and ethical aspects of the profession of software engineers in order to be able to fulfill their duties and succeed in their mission. Ethics of Software Engineers and ethical behavior is covered in depth through the IEEE-CS/ACM software engineering code of ethics (with the respect to Public Interest, Client and Employer, Product, Judgment, Management, professional, Colleagues, and Self). The course covers also other important topics: Software Engineering as an engineering and computing discipline; Professional aspects of the Software Engineer profession: certification, licensing, professional engineering societies, employment contracts, etc.; Group Dynamics, interaction with peers, stakeholders, and managers; Communication and presentation skills; Economic impact of Software systems; legal, social, etc. issues in Software Engineering; The profession of Software Engineer in Saudi Arabia and the Gulf region.

Course Code	SWE479	# hours	1(++)
Course Name		Practical Training	

Training is an important aspect of the educational process in the College of Computer and Information Sciences. Students are required to join an IT center in a government or private sector as a full time for at least 8 weeks during summer prior to their graduation. The aim of the student training is to allow students acquiring the experience and knowledge of real-world work environment (as far as this is possible) as well as applying knowledge and skills they learned in classes in real life and in team working. The student training is evaluated through both his training advisor in the work place as well as the training committee through the report students write about their training.

Course Code	SWE482	**# hours**	3(3+0+1)
Course Name	Human Computer Interaction		

This course helps to build competence, knowledge, and skills in the field of Human-Computer Interaction Design. The goal is to shape new media and tools that will support human use, augment human learning, enhance communication, and lead to more acceptable technological developments at the individual and the social levels. The course covers the following: Introduction to (HCI) and Human Cognitive Systems. Understanding Users. Interaction Frameworks, Paradigm and Styles. Evaluation of User Interfaces: Heuristic Evaluation and Usability Testing. Underlying Design Principles and Designing Interaction: Interaction Design Process, User-Centered Design and Prototyping, Conceptual and Physical Design, Interface Design Standards, Task Analysis and Discovery, Design Principles. Different Features of Interaction and User Interfaces: Color, Interface Components (e.g. Windows, Icons, Menus, Pointers etc., Icons, Text, Speech, Touch, Augmented Reality, and Haptics. Students participate in-group projects on the design, development and evaluation of user interfaces.

Course Code	SWE496	**# hours**	3(3+0+0)
Course Name		Graduation Project I	

The graduation project I is the first part of a senior design and development software project that will give the chance to students to apply the knowledge they acquired in the curriculum on a real project. The outcome of this project must be a significant software system, employing knowledge gained from courses throughout the curriculum. The project should cover most phases of the software lifecycle. In this part of the project, the focus will be on software process and development methodologies, requirements analysis & specification, high-level design, quality assurance, as well as on management of the project. Students must use software case tools to realize their work. They also need to implement a "hello world" version of their software.

Course Code	SWE497	**# hours**	3(3+0+0)
Course Name		Graduation Project II	

This is a continuation of the graduation project started in SWE496 . The focus will be in this part on low-level design, implementation, testing and quality assurance as well as management of the project. The outcome of this project must be a significant software system, employing knowledge gained from courses throughout the curriculum. Students must use software case tools as well as programming environments to do their work. Students must deliver the code, a final report, and must do a presentation of their work as well as a demo of the software realized.

Department Electives

Course Code	SWE481	# hours	3(3+0+1)
Course Name		Advanced Web Applications Engineering	
This course covers technical aspects as well as business aspects, market drivers, and site design reflecting interdisciplinary influences on web applications development. The course explains how Web Engineering differs from software engineering, detailing the rapid prototyping and agile development methods mandated by short lead times, emphasis on interactivity and multimedia, and the increased importance of user interfaces and human-computer interaction. It covers: the systematic development of Web applications; requirement engineering for Web applications; modeling; Architectures of Web Applications; technology driven design; testing, operation and maintenance of Web applications. Special emphases should be given to: Web project management, development processes, usability, performance and security of Web applications. The course covers also Web services. Students participate in group projects on advanced web design and development.			

Course Code	SWE483	# hours	3(3+0+1)
Course Name		Mobile Web Development	
This course is an introduction to mobile applications design and implementation. Through this course, students will be able to design and implement applications for the Android and iOS based devices. The presented topics cover the essential of the mobile development, mainly: mobile GUI design and implementation, data saving, DB access, network access, use of API features (contacts, file system, Accelerometer, etc.), and security of mobile applications.			

Course Code	SWE484	**# hours**	3(3+0+1)
Course Name		Multimedia Computing	
This course will focus on providing the knowledge and skills about how multimedia information is represented, processed, stored in computers and communicated. The specific topics will include: characteristics of human visual system; input/output, representation and processing of different media types like text, image, graphics, video and speech; multimedia compression and compression standards like JPEG, MPEG etc.			

Course Code	SWE485	**# hours**	3(3+0+1)
Course Name		Selected Topics in Software Engineering	
This course is designed to enable students to study different special topics of interest, which are carefully selected from software engineering topics. The contents of such a course are to be determined by the department council each time the course is offered. Topics of interest could be one or several from the followings: Formal specifications using formal languages (Z, B, etc.), design patterns, component-based development, Agile and eXtreme programming, Aspect-oriented architecture, Service-oriented computing and architecture, etc. Other topics can be added as needed. Students participate in group projects related to the special topic(s) selected.			

Course Code	SWE486	**# hours**	3(3+0+1)
Course Name		Cloud Computing And Big Data	
Cloud computing and related technologies; development status and trends of Cloud computing; Cloud computing applications; main features and technical challenges of Cloud computing; Advanced Topics: Resource Modeling and Definitions for Cloud Data Centers, Cloud Resource Scheduling Strategies, Load Balance Scheduling for Cloud Data Centers. Introduction to big data; Big data problems; The relationship between Cloud computing and big data; Big data technologies; Ontologies and Semantics; Data integration; Measurement and analysis; Legalities and societal issues.			

Course Code	SWE488	**# hours**	3(3+0+1)
Course Name		Complex Systems Engineering	
This course represents an introduction to complex systems and the methods and tools currently under consideration and use towards better understanding of such systems and the development of a complex engineered systems theory. Topics include concepts such as emergence, self-organization, learning and adaptation, and various quantitative and computational intelligence techniques and algorithms that are considered for modeling, analysis and evaluation of such complex systems. System-of-systems concept will be also presented. Students will be able to work on a small project in which they have to design and implement a small part of a complex system.			

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