SOFTWARE ENGINEERING
(SOFT)

SOFT 160 Software Engineering I
Prerequisites: MATH 103 or equivalent.
Notes: Letter grade only.
Description: Introduction to software engineering and to problem solving with computers. Topics include problem solving methods, the use of computational resources to solve problems, and techniques for collaborative software development. Techniques based on disciplined software engineering principles and practices for engineering, building, analyzing and managing software-related artifacts. Common tools and techniques for developing, analyzing, testing, debugging, and managing software and software-related artifacts.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 230; CSCE 230H; CSCE 235, CSCE 235H; CSCE 311; MECH 300; MECH 350; SOFT 161; SOFT 260; SOFT 360

SOFT 161 Software Engineering II
Prerequisites: A grade of C+ or higher in SOFT 160 or equivalent
Notes: Letter grade only.
Description: Design and modeling of complex software systems. Techniques and tools based on disciplined software engineering principles and practices for designing and modeling software-intensive systems from technical, organizational and management perspectives. Techniques for building and analyzing event-driven applications and multi-layer applications with an SQL database backend. Data structures and operations for lists, stacks, queues, and other data structures. Algorithms and data structures for searching and sorting. Concepts and practice of object-oriented programming, including encapsulation, composition, inheritance, and polymorphism.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 310, CSCE 310H; CSCE 322; CSCE 378; SOFT 360

SOFT 162 Software Engineering Fundamentals
Prerequisites: CSCE 156, CSCE 156H or equivalent
Notes: Students must earn a grade of C+ or higher in this course to be admitted to the Software Engineering program.
Description: Introduction to software engineering and problem solving with computers.
Credit Hours: 2
Max credits per semester: 2
Max credits per degree: 2
Format: LEC
Offered: SUMMER

SOFT 260 Software Engineering III
Prerequisites: A grade of C+ or higher in SOFT 161 or equivalent; CSCE 235 or parallel.
Notes: Letter grade only.
Description: Specification and analysis of complex software systems. Techniques and tools based on disciplined software engineering principles and practices for systematically establishing, defining, analyzing, refining, and managing requirements for software-intensive systems from technical, organizational and management perspectives. Advanced data structures and algorithms. Techniques for conflict resolution, negotiating and managing change, and working effectively in teams.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Prerequisite for: CSCE 378H; CSCE 410, CSCE 810; CSCE 411H, RAIF 411H; CSCE 413, CSCE 813; CSCE 438, CSCE 838; CSCE 476H; CSCE 491; SOFT 360

SOFT 261 Software Engineering IV
Prerequisites: A grade of C+ or higher in SOFT 260 or equivalent.
Description: Techniques and tools based on disciplined software engineering principles for producing, interpreting, and communicating visual artifacts related to software architecture and construction.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Offered: FALL/SPR
ACE: ACE 2 Communication Competence

SOFT 261H Software Engineering IV
Prerequisites: Good Standing in UNL Honors Program or by invitation; a grade of C+ or higher in SOFT 260 or equivalent.
Description: Techniques and tools based on disciplined software engineering principles for producing, interpreting, and communicating visual artifacts related to software architecture and construction.
Credit Hours: 4
Max credits per semester: 4
Max credits per degree: 4
Format: LEC
Offered: FALL/SPR
ACE: ACE 2 Communication Competence

SOFT 360 Software Engineering Mentoring and Leadership
Prerequisites: A grade of C or higher in SOFT 160, SOFT 161, SOFT 260 or SOFT 261
Notes: Letter grade only.
Description: Mentoring and leading software engineering teams. Topics include roles and responsibilities of a leader, roles and responsibilities of a mentor, and traits of effective leaders and mentors. Techniques for effectively mentoring and leading software engineering teams.
Credit Hours: 1
Max credits per semester: 1
Max credits per degree: 1
Format: LAB
**SOFT 401H Honors: RAiK Design Studio I**

*Crosslisted with:* CSCE 401H  

**Prerequisites:** Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; BSAD/RAiK 282H; and CSCE/RAiK 284H.  

**Notes:** First semester in the Jeffrey S. Raikes School of Computer Science and Management design studio.  

**Description:** Application of Raikes School core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  

**ACE:** ACE 8 Civic/Ethics/Stewardship

**SOFT 402H Honors: RAiK Design Studio II**

*Crosslisted with:* CSCE 402H  

**Prerequisites:** Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; and BSAD/CSCE/SOFT/RAiK 401H.  

**Notes:** Second semester in the Jeffrey S. Raikes School of Computer Science and Management design studio sequence.  

**Description:** Application of Raikes School core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC  

**ACE:** ACE 10 Integrated Product

**SOFT 403H Honors: RAiK Design Studio III**

*Crosslisted with:* RAiK 403H, BSAD 403H, CSCE 403H  

**Prerequisites:** Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; BSAD/CSCE/SOFT/RAiK 402H.  

**Notes:** Third semester of Jeffrey S. Raikes School of Computer Science and Management design studio sequence. Third semester of Jeffrey S. Raikes School of Computer Science and Management design studio sequence.  

**Description:** Application of Jeffrey S. Raikes School of Computer Science and Management core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC

**SOFT 404H Honors: RAiK Design Studio IV**

*Crosslisted with:* RAiK 404H, BSAD 404H, CSCE 404H  

**Prerequisites:** Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; and BSAD/CSCE/SOFT/RAiK 403H.  

**Notes:** Fourth semester in the Jeffrey S. Raikes School of Computer Science and Management design studio sequence.  

**Description:** Application of Raikes School core content in a team oriented, project management setting. Complete projects in consultation with private and public sector clients.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC

**SOFT 461 Advanced Topics in Software Engineering**

*Crosslisted with:* CSCE 461, CSCE 861  

**Prerequisites:** CSCE 361, CSCE 361H or SOFT 261  

**Description:** Advanced or emerging techniques in software engineering. Topics include but not limited to design methodology, software dependability, and advanced software development environments.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC

**SOFT 466 Software Design and Architecture**

*Crosslisted with:* CSCE 466, CSCE 866  

**Prerequisites:** SOFT 261 or CSCE 361 or equivalent  

**Notes:** Letter grade only.  

**Description:** Introduction to the concepts, principles, and state-of-the-art methods in software design and architecture. Topics include application of software engineering process models and management approaches for the design and architecture of large-scale software systems, trade-offs of designing for qualities such as performance, security, and dependability, and techniques and tools for analyzing and evaluating software architectures.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC

**SOFT 467 Testing, Verification and Analysis**

*Crosslisted with:* CSCE 467, CSCE 867  

**Prerequisites:** SOFT 261 or CSCE 361 or equivalent  

**Notes:** Letter grade only.  

**Description:** In-depth coverage of problems related to software quality, and approaches for addressing them. Topics include testing techniques, dynamic and static program analysis techniques, and other approaches for verifying software qualities. Tool support for performing testing, verification, and analysis will also be studied.  

**Credit Hours:** 3  
**Max credits per semester:** 3  
**Max credits per degree:** 3  
**Format:** LEC
SOFT 468 Requirements Elicitation, Modeling and Analysis
Crosslisted with: CSCE 468, CSCE 868
Prerequisites: SOFT 261 or CSCE 361 or equivalent
Notes: Letter grade only.
Description: In-depth coverage of processes, methods and techniques for determining, or deciding, what a proposed software system should do. Topics include the requirements engineering process, identification of stakeholders, requirements elicitation techniques, methods for informal and formal requirements documentation, techniques for analyzing requirements models for consistency and completeness, and traceability of requirements across system development and evolution. Tool support for modeling functional and non-functional requirements to support elicitation and analysis will be studied.
Credit Hours: 3
Max credits per semester: 3
Max credits per degree: 3
Format: LEC