

SOFTWARE ENGINEERING

Description

Website: <https://computing.unl.edu>

Email: computing@unl.edu

The University of Nebraska–Lincoln School of Computing offers Nebraska's only comprehensive program of higher education, research, and service outreach in computer science, computer engineering, and software engineering.

The School of Computing offers a unique and challenging baccalaureate degree program in software engineering, incorporating hands-on learning and an integrated computer science and software engineering core curriculum to prepare graduates for professional practice in a wide range of industries and for post-graduate education. The Software Engineering (BSSE) program is accredited by the Engineering Accreditation Commission of ABET, <https://www.abet.org>, under the commission's General Criteria and Program Criteria for Software and Similarly Named Engineering Programs.

Software engineers work on multidisciplinary teams to identify and develop software solutions and to maintain software intensive systems of all sizes. The focus of this program is on the rigorous engineering practices necessary to build, maintain, and protect modern software intensive systems. Consistent with this focus, the software engineering baccalaureate program consists of a rigorous curriculum of science, math, computer science, and software engineering courses.

Students completing the major will have the ability to:

- Apply disciplined software engineering practices and principles to the design, architecture, development, analysis, testing, and maintenance of complex software systems to meet the desired needs of the stakeholders within realistic constraints.
- Identify, formulate, and solve engineering problems using computational resources.
- Contribute their expertise by effectively collaborating and communicating with other stakeholders in multidisciplinary teams.
- Adapt to rapid advances in computing and software engineering tools, technologies, principles, and practices.

Students will also have:

- The background and perspective for post-graduate education. Studies develop skills in the application of theory, experimentation, and lifelong learning/professional development.
- Insight into the world of practicing professionals for collaborations, mutual support, and representing the profession to government and society. Studies include teamwork, communication, and hands-on experience, plus students are provided with multiple opportunities for involvement in organizations such as ACM, UPE, and IEEE.

The School of Computing also offers a degree of bachelor of science in computer engineering and a bachelor of science in computer science. All students with a major in the School of Computing should see their advisor during the first semester to ensure they understand the requirements for each School of Computing undergraduate degree

program. Majors should consult with their advisors each semester for registration advising.

Introductory Courses. Entering students take SOFT 160 Software Engineering I, the first course in the software engineering core series. The software engineering core courses (SOFT 160, SOFT 161 Software Engineering II, SOFT 260 Software Engineering III, SOFT 261 Software Engineering IV) provide an introduction to fundamental software engineering concepts and foundational computer science topics to prepare students for more advanced software engineering and computer science courses.

Graduate Programs. The School of Computing offers several graduate degree programs: master of science in computer science, master of science in computer science with a computer engineering specialization, master of science in computer science with a bioinformatics specialization, doctor of philosophy in computer science, doctor of philosophy in engineering with computer engineering specialization, doctor of philosophy in computer science with bioinformatics specialization, and joint doctor of philosophy in computer science and mathematics. See the *Graduate Studies Catalog* for details.

Major Department Admission

Students are expected to meet minimum college entrance requirements. After being admitted to the college, students desiring to pursue a degree in software engineering must go through the Professional Admission process, which is automatically performed for qualifying students at the end of the sophomore year. In order to be considered for Professional Admission to the software engineering program, students must receive at least a C in SOFT 260 Software Engineering III (RAIK 283H Honors: Software Engineering III), SOFT 261 Software Engineering IV (RAIK 284H Software Engineering IV), and CSCE 235 Introduction to Discrete Structures (RAIK 184H Honors: Software Development Essentials) and a GPA of at least 2.5 (semester and cumulative). If a student's cumulative GPA drops below 2.4, the student may be placed on restricted status, may be removed from the College, and may not be able to graduate.

College Requirements

College Admission

College Entrance Requirements

Students must meet both the University and College of Engineering entrance requirements. The following includes both the University and College of Engineering entrance requirements.

Students must have high school credit for (one unit is equal to one high school year):

1. Mathematics – 4 units: 2 of algebra, 1 of geometry, and 1 of precalculus and trigonometry
2. English – 4 units
3. Natural sciences – 3 units that must include 1 unit of physics and 1 unit of chemistry (chemistry requirement waived for students in construction management or computer science)
4. Foreign language – 2 units of a single foreign language
5. Social studies – 3 units
6. Students having a composite ACT score of 28 or greater (or equivalent SAT score) will be admitted to the College of Engineering even if they lack any one of the following: trigonometry, chemistry, or physics. Students without test scores who are missing a full unit of

trigonometry/pre-calculus/calculus or chemistry or physics will be evaluated through College Review.

7. Students having an ACT score of 19 or less in English (or equivalent SAT score) or a grade lower than B in high school English, must take ENGL 150 Writing and Inquiry or ENGL 151 Writing for Change.

A total of 16 units is required for admission.

Engineering requires that student performance meet one of the following standards: composite ACT of 24, SAT of 1180, ACT Math subscore of 24, SAT Math subscore of 580, or a 3.5 cumulative GPA.

Any domestic first-year student who does not gain admission to Engineering but does gain admission to the University of Nebraska-Lincoln (UNL) will be reviewed through College Review. College Review is conducted through the College Review Committee which considers factors beyond standardized testing. Any first-year student who is not admitted through college review is placed in Pre-Engineering (PENG) with the Exploratory and Pre-Professional Advising Center (Explore Center). Students in the Explore Center can transfer to the College of Engineering once college admission requirements are met.

Students for whom English is not their language of nurture must meet the minimum English proficiency requirements of the University.

Students who lack entrance units may complete precollege training by Independent Study through the University of Nebraska–Lincoln Office of On-line and Distance Education, in summer courses, or as a part of their first or second semester course loads while in the Explore Center or other colleges at UNL.

Students should consult their advisor, their department chair, or Engineering Student Services (ESS) if they have questions on current policies.

Other Admission Requirements

Students who transfer to the University of Nebraska–Lincoln from other accredited colleges or universities and wish to be admitted to the College of Engineering (COE) must meet COE first-year student entrance requirements, have a minimum cumulative GPA of 2.5, and be calculus-ready. Students not meeting either of these requirements must enroll in the Explore Center or another University college until they meet COE admission requirements. Students transferring from UNO, UNL, or UNK to the College of Engineering must be in good academic standing with their institution.

The COE accepts courses for transfer for which a C or better grade was received from colleges outside of the NU system. Although the University of Nebraska–Lincoln and the College of Engineering in general accepts C- and D grades from the University of Nebraska Kearney and the University of Nebraska Omaha, not all majors in the COE accept such low grades. Students must conform to the requirements of their intended major and, in any case, are strongly encouraged to repeat courses with a grade of C- or less.

Students who were previously admitted to COE and are returning to the College of Engineering must demonstrate a cumulative GPA of 2.5 to be readmitted to COE.

College Degree Requirements

Grade Rules

Grade Appeals

In the event of a dispute involving any college policies or grades, the student should appeal to their instructor, and appropriate department chair or school director (in that order). If a satisfactory solution is not achieved, the student may appeal their case through the College Academic Appeals Subcommittee.

Catalog Rule

Students must fulfill the requirements stated in the catalog for the academic year in which they are first admitted at the University of Nebraska–Lincoln. In consultation with advisors, a student may choose to follow a subsequent catalog for any academic year in which they are admitted to and enrolled as a degree-seeking student at Nebraska in the College of Engineering. Students must complete all degree requirements from a single catalog year. The catalog which a student follows for degree requirements may not be more than 10 years old at the time of graduation.

Students who have transferred from a community college may be eligible to fulfill the requirements as stated in the catalog for an academic year in which they were enrolled at the community college prior to attending the University of Nebraska-Lincoln. This decision should be made in consultation with the student's College of Engineering academic advising team (e.g., ESS professional advisor and the chief faculty advisor for the student's declared degree program). The chief faculty advisor has the final authority for this decision. Eligibility is based on a) enrollment in a community college during the catalog year the student wishes to utilize, b) maintaining continuous enrollment of at least 12 credit hours per semester at the previous institution for at least 2 semesters, and c) continuous enrollment at the University of Nebraska-Lincoln within 1 calendar year from the student's last term at the previous institution. Students must complete all degree requirements from a single catalog year and within the timeframe allowable for that catalog year.

Learning Outcomes

Graduates of the software engineering program will have:

1. An ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.
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.
3. An ability to communicate effectively with a range of audiences.
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.
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.
6. An ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions.

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

The above student outcomes have been approved by the ABET Engineering Area Delegation for use beginning with the 2019-20 academic year, and have been adopted by the School of Computing faculty.

Major Requirements

The software engineering degree requires 123 hours of coursework, including a set of required core courses and technical elective courses in computer science and software engineering and a 2-year capstone (78 credit hours), and courses in mathematics (18 credit hours), science (12 credit hours), as well as other supporting courses (15 credit hours) as described below.

Computer Science and Software Engineering Core

Computer Science

CSCE 10	Introduction to the School of Computing ²	0
or RAIK 10	Raikes School Freshman Seminar	
or ENGR 10	Freshman Engineering Seminar	
or ENGR 30	Transfer Student Engineering Seminar	
CSCE 231	Computer Systems Engineering	4
CSCE 235	Introduction to Discrete Structures	3
or CSCE 235H	Honors: Introduction to Discrete Structures	
CSCE 322	Programming Language Concepts	3
CSCE 378	Human-Computer Interaction	3
or CSCE 378H	Honors: Human-Computer Interaction	
CSCE 411	Data Modeling for Systems Development	3
CSCE 423	Design and Analysis of Algorithms	3
CSCE 451	Operating Systems Principles	3
or CSCE 351	System Resource Management	

Software Engineering

CSCE 495	Internship in Computing Practice	1
SOFT 160	Software Engineering I	4
SOFT 161	Software Engineering II	4
SOFT 260	Software Engineering III ¹	4
SOFT 261	Software Engineering IV (ACE 2)	3
SOFT 360	Software Engineering Mentoring and Leadership	1
SOFT 466 / CSCE 466	Software Design and Architecture	3
SOFT 467 / CSCE 467	Testing, Verification and Analysis	3
SOFT 468 / CSCE 468	Requirements Elicitation, Modeling and Analysis	3
SOFT 469 / CSCE 469	Secure Software Engineering	3

Total Credit Hours 51

¹ Students may transfer into the software engineering program at the beginning of the second year (SOFT 260 or SOFT 260H) after completing the first-year computer science or computer engineering course sequence (CSCE 155 and CSCE 156) and the software engineering bridge course (SOFT 162).

² ENGR 193 may apply for ENGR 10 (students must be in the Kiewit Scholars Program to take the course).

Technical Electives

Select 15 hours of technical courses from any SOFT or CSCE 300- or 400-level course, with at least 9 hours at the 400 level.^{1,2}

Software Engineering majors may choose to select classes that focus around a particular area of study. See advisors and <https://computing.unl.edu/focus-areas> (<https://computing.unl.edu/focus-areas/>)

Total Credit Hours 15

¹ Up to 3 hours of CSCE 495 can be used towards technical electives. Up to 3 hours of CSCE 498 can be used towards technical electives. Course Exclusions: SOFT and CSCE courses required elsewhere by the software engineering major and courses that have been designated as courses that will not count toward a major or minor in computer science or software engineering by the School of Computing. This includes cross-listed and honors versions of the courses. Additional courses excluded (outside of those required for the major): CSCE 310, CSCE 361, CSCE 488, CSCE 489, CSCE 493.

² CSCE 101 or ENGR 101 may be used to satisfy a technical elective if taken at UNL prior to taking SOFT 160, SOFT 161, SOFT 260, and SOFT 261.

Capstone Experience¹

CSCE 486	Computer Science Professional Development (ACE 8)	3
or CSCE 486H	Honors Computer Science Professional Development	
CSCE 487	Computer Science Senior Design Project (ACE 10)	3
or CSCE 487H	Honors Computer Science Senior Design Project	
SOFT 403	Software Engineering Capstone I	3
or SOFT 403H	Honors: Software Engineering Capstone I	
SOFT 404	Software Engineering Capstone II	3
or SOFT 404H	Honors: Software Engineering Capstone II	

¹ Students must take Capstone Experience courses in strict sequence.

Mathematics (minimum 18 hrs)

MATH 106	Calculus I (ACE 3)	5
MATH 107	Calculus II	4
MATH 314	Linear Algebra	3
STAT 380 / RAIK 270H	Statistics and Applications	3

Select one of the following: 3-4

MATH 208	Calculus III	
MATH 208H	Honors: Calculus III	
MATH 428	Principles of Operations Research	
MATH 439	Mathematical Biology	
STAT 412	Advanced Statistical Design	
STAT 414	Introduction to Survey Sampling	
STAT 442	Computational Biology	

STAT 450	Introduction to Regression Analysis
Total Credit Hours	18-19

Science (minimum 12 hrs) (ACE 4)

Must take at least 12 credit hours of science courses intended for science/engineering majors and must include at least one laboratory. The CSE department has identified the following five disciplines with their acceptable courses.

Chemistry¹	
CHEM 109A & CHEM 109L	General Chemistry I and General Chemistry I Laboratory
CHEM 110A & CHEM 110L	General Chemistry II and General Chemistry II Laboratory
CHEM 221A & CHEM 221L	Elementary Quantitative Analysis and Elementary Quantitative Analysis Laboratory
CHEM 113A & CHEM 113L	Fundamental Chemistry I and Fundamental Chemistry I Laboratory
CHEM 114 & CHEM 221A & CHEM 221L	Fundamental Chemistry II and Elementary Quantitative Analysis and Elementary Quantitative Analysis Laboratory
CHEM 261	Mechanistic Organic Chemistry I
CHEM 262	Mechanistic Organic Chemistry II
CHEM 263	Mechanistic Organic Chemistry I Laboratory
CHEM 264	Mechanistic Organic Chemistry II Laboratory

Physics and Astronomy

ASTR 204	Introduction to Astronomy and Astrophysics
ASTR 224	Astronomy and Astrophysics Laboratory ¹
PHYS 141	Physics for Life Sciences I ¹
PHYS 142	Physics for Life Sciences II ¹
PHYS 211	General Physics I
PHYS 212	General Physics II
PHYS 213	General Physics III
PHYS 221	General Physics Laboratory I ¹
PHYS 222	General Physics Laboratory II ¹
PHYS 223	General Physics Laboratory III ¹

Biological Sciences

BIOS 201	General Genetics
BIOS 202	Genetics, Molecular and Cellular Biology Laboratory
BIOS 207	Ecology and Evolution ¹
LIFE 120 & 120L	Fundamentals of Biology I and Fundamentals of Biology I laboratory ¹
LIFE 121 & 121L	Fundamentals of Biology II and Fundamentals of Biology II Laboratory ¹

Earth and Atmospheric Sciences

GEOG 155	Elements of Physical Geography ¹
GEOL 101	Dynamic Earth ¹
GEOL 103	Earth Through Time ¹
GEOL 200	Mineralogy

GEOL 201	Igneous and Metamorphic Petrology
GEOL 300	Sedimentology and Stratigraphy
GEOL 301	Depositional Environments
METR 100	Weather and Climate ¹
METR 205	Introduction to Atmospheric Science ¹
METR 223	Atmospheric Thermodynamics ¹
METR 311	Dynamic Meteorology I
METR 312	Dynamic Meteorology II
METR 323	Physical Meteorology ¹
METR 341	Synoptic Meteorology ¹

Anthropology

ANTH 242	Introduction to Biological Anthropology
ANTH 242L	Introduction to Biological Anthropology Laboratory ¹

¹ Indicates a lab course or that a lab is included with the course.

CHEM 109L, CHEM 110L, CHEM 113L, CHEM 221L, CHEM 263, and CHEM 264 will apply toward the lab requirement.

Other Supporting Courses (minimum 15 hrs)

ENGR 20	Sophomore Engineering Seminar ¹	0
Select one course each from ACE outcomes 1, 5, 6, 7, and 9		15

¹ ENGR 493 may apply for ENGR 20 (students must be in the Kiewit Scholars Program to take the course).

Description

The Jeffrey S. Raikes School of Computer Science and Management is a unique program developing world-class innovators and leaders through an interdisciplinary computer science and business management education. Raikes School students are selected from the nation's top high school graduates. The typical Raikes School student scores a 31 or higher on their ACT (or 1400 on the SAT), ranks in the top 10% of their high school class and has challenged themselves both inside and outside the classroom.

Students who wish to be considered for admission to the Raikes School must complete the application to the University of Nebraska as well as the application for the University Honors Program and the Raikes School. Submitted applications are then reviewed by the Director of Recruitment and Student Success based on the following areas: academics, oral and written communication, business and/or computer programming experience, leadership and service experience, involvement and related work experience. Interviews are conducted with selected candidates in January. At the beginning of February, selected students receive offers from the Raikes School along with notification of any Raikes School scholarship awards. Raikes School scholarship awards are typically 4-year renewable awards covering a portion of room and board which can be stacked on top of most other awards received from Nebraska.

Students in the Raikes School live in the Kauffman Academic Residential Center, which consists of suite-style rooms, technology enabled classrooms, and faculty/staff offices on the first floor. This living arrangement offers the advantage of a community atmosphere within a large university setting.



Students take classes with their cohort each semester in the Raikes School. The Raikes School's curriculum includes core business and computing concepts as well as data science, leadership and communication coursework. Approximately 60-65 credit hours are completed in the Raikes School, leaving an additional 60-65 credit hours for students to complete in their respective areas of interest. Students in the Raikes School pursue a variety of majors including: computer science, computer engineering, software engineering, electrical engineering, actuarial science, business management, economics, finance and mathematics.

Students interested in learning more about the Jeffrey S. Raikes School of Computer Science and Management are encouraged to contact Theresa Luensmann, Assistant Director of Recruitment and Outreach, at tluensmann2@unl.edu or 402-472-9097, or visit <http://raikes.unl.edu> (<http://raikes.unl.edu/>).

Plan for Required Courses

Course	Title	Credit Hours
Year 1		
Fall		
RAIK 10	Raikes School Freshman Seminar	0
RAIK 183H	Honors: Computer Problem Solving Essentials	4
RAIK 163H	Honors: Innovation Processes and Software Engineering Fundamentals	3
UHON 101H	Honors Community (University Honors Program Requirement)	1
UHON 189H	University Honors Seminar (University Honors Program Requirement)	3
MATH 106	Calculus I (ACE 3)	5
Credit Hours		16
Spring		
RAIK 184H	Honors: Software Development Essentials	4
RAIK 181H	Honors: Foundations of Accounting	4
RAIK 182H	Honors: Foundations of Economics (ACE 6)	4
RAIK 185H	Honors: Foundations of Leadership I	1
MATH 107	Calculus II	4
Science (ACE 4) ¹		4
Credit Hours		21
Year 2		
Fall		
RAIK 283H	Honors: Software Engineering III	4
RAIK 341H	Honors: Marketing	3
RAIK 270H	Statistics and Applications	3
MATH 314	Linear Algebra	3
CSCE 231	Computer Systems Engineering	4
CSCE 495	Internship in Computing Practice	1
Credit Hours		18
Spring		
RAIK 186H	Honors: Foundations of Leadership II	1
RAIK 284H	Software Engineering IV (ACE 2)	3
RAIK 381H	Honors: Fundamentals of Finance	3
RAIK 370H	Honors: Data and Models II: Data Science Fundamentals (Technical Elective)	3

CSCE 378	Human-Computer Interaction	3
or CSCE 378H	or Honors: Human-Computer Interaction	
Math/Statistics Elective ²		3
ACE Elective (1, 5, 7, or 9) ⁵		3
Credit Hours		19
Year 3		
Fall		
UHON 99H	Honors Experience (University Honors Program Requirement)	0
RAIK 401H	Honors: RAIK Design Studio I	3
CSCE 322	Programming Language Concepts	3
SOFT 467	Testing, Verification and Analysis ⁴	3
or SOFT 469	or Secure Software Engineering	
Select one of the following		3
CSCE 351	System Resource Management	
CSCE 451	Operating Systems Principles	
Science ¹		4
ACE Elective (1, 5, 7, or 9) ⁵		3
Credit Hours		19
Spring		
RAIK 402H	Honors: RAIK Design Studio II (ACE 10)	3
RAIK 371H	Honors: Data & Models III: Fundamentals of Management Science (Technical Elective)	3
RAIK 372H	Honors: Business Law (ACE 8)	3
CSCE 423	Design and Analysis of Algorithms	3
CSCE 411	Data Modeling for Systems Development	3
SOFT 466	Software Design and Architecture ⁴	3
or SOFT 468	or Requirements Elicitation, Modeling and Analysis	
Select one of the following		3
CSCE 495	Internship in Computing Practice	
CSCE/SOFT Technical Elective ³		
Credit Hours		21
Year 4		
Fall		
RAIK 403H	Honors: RAIK Design Studio III	3
or RAIK 405H	or Honors: RAIK Research Studio I	
SOFT 467	Testing, Verification and Analysis ⁴	3
or SOFT 469	or Secure Software Engineering	
CSCE/SOFT Technical Elective ³		3
ACE Elective (1, 5, 7, or 9) ⁵		3
Science ¹		4
RAIK 40	Professional and Life Skills	0
Credit Hours		16
Spring		
RAIK 404H	Honors: RAIK Design Studio IV	3
or RAIK 406H	or Honors: RAIK Research Studio II	
RAIK 476H	Honors: Business Strategies	3
SOFT 466	Software Design and Architecture ⁴	3
or SOFT 468	or Requirements Elicitation, Modeling and Analysis	
CSCE/SOFT Technical Elective ³		3

ACE Elective (1, 5, 7, or 9) ⁵	3
Credit Hours	15
Total Credit Hours	145

¹ Select courses from the "Science" requirement list on the non-Raikes School major tab (p. 3).

² Select from MATH 208, MATH 208H, MATH 428, MATH 439, STAT 412, STAT 414, or STAT 450 (i.e. list noted on the non-Raikes School major tab (p. 3)). See advisor for other possible advanced MATH/STAT classes.

³ Must be at the 400 level. See "Technical Electives" requirement list on the non-Raikes School Major tab (p. 3).

⁴ SOFT 466, SOFT 467, SOFT 468, and SOFT 469 are all required. Courses listed in the 4-year plan indicate recommended semesters in which to complete these courses.

⁵ One course each from ACE 1, 5, 7, and 9 must be completed for a total of 12 hours.

Note: A minimum of 123 credit hours is required for the degree but Raikes School students will complete more than the 123 credit hours required.

Bachelor of Science in Software Engineering with the Master of Science in Computer Science

In an accelerated program, a student may count up to 12 credit hours of approved graduate courses toward both the current undergraduate degree and the later graduate degree. Students must apply for graduate admission and be accepted prior to enrollment. For more information, visit <https://graduate.unl.edu/academics/programs/accelerated-masters/accelerated-masters-faq> (<https://graduate.unl.edu/academics/programs/accelerated-masters/accelerated-masters-faq/>).

The following courses are approved for this program. Requirements are the same for students completing or not completing the Raikes version of the major.

No Specialization

CSCE 823	Design and Analysis of Algorithms (replaces CSCE 423)	3
CSCE 828	Automata, Computation, and Formal Languages (replaces CSCE 428)	3
CSCE 851	Operating Systems Principles (replaces CSCE 451)	3
CSCE 862	Communication Networks (replaces CSCE 462)	3

Specialization in Computer Engineering

CSCE 823	Design and Analysis of Algorithms (replaces CSCE 423)	3
CSCE 830	Computer Architecture (replaces CSCE 430)	3
CSCE 851	Operating Systems Principles (replaces CSCE 451)	3
CSCE 862	Communication Networks (replaces CSCE 462)	3

Grading Requirements

Grading rules as defined by the undergraduate degree/major apply. Please consult your academic advisor and/or the department graduate chair for grading policy as it relates to credit applying toward a graduate degree.

CSCE 100 Introduction to Informatics

Prerequisites: Placement in to MATH 101 or higher

Notes: This course does not count towards a major or minor in Computer Science or a major in Computer Engineering or a major in Software Engineering.

Description: Introduction to the use of data-centric and information technologies and issues and challenges in today's applications in sciences, engineering, the humanities, and the arts. Exposure to computational thinking and programming, statistical thinking and research design, data analysis and database techniques, and visualization and creative thinking.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 101 Fundamentals of Computer Science

Notes: A course in the science of computation suitable for prospective CSCE majors and for non-CSCE majors who desire a deeper understanding of computers and the work of computer scientists. This course may be used to satisfy a technical elective for Computer Science and Computer Engineering majors if taken at UNL prior to CSCE 155, CSCE 156, CSCE 310 and CSCE 361, or for Software Engineering majors, if taken at UNL prior to SOFT 160, SOFT 161, SOFT 260 and SOFT 261.

Description: Introduction to problem solving with computers. Problem analysis and specification, algorithm development, program design, and implementation in a high-level programming environment. Hardware, software, software engineering, networks, and impacts of computing on society.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CIVE 201; CIVE 202; CSCE 101L

ACE: ACE 3 Math/Stat/Reasoning

Course and Laboratory Fee: \$35

CSCE 101L Fundamentals of Computing Laboratory

Prerequisites: CSCE 101 or parallel.

Notes: This course does not count towards a major or minor in Computer Science or a major in Computer Engineering or a major in Software Engineering.

Description: A variety of computer oriented exercises using many software tools is presented which supplement and are coordinated with the topics taught in CSCE 101. Students are exposed to programming, operating systems, simulation software, spreadsheets, database software, the Internet, etc. Applications software introduced in the context of tools to explore the computer science topics and as alternatives to traditional programming languages. Emphasis on learning by experiment, with a goal of developing problem solving skills. A major component is the study of a programming language-the choice of which may vary by course section.

Credit Hours: 1

Max credits per semester: 1

Max credits per degree: 1

Grading Option: Graded with Option

Course and Laboratory Fee: \$10

CSCE 120 Learning to Code

Prerequisites: Placement in to MATH 101 or higher

Notes: This course does not count towards a major or minor in Computer Science or a major in Computer Engineering or a major in Software Engineering. First course in a sequence for the minor in Software Development.

Description: Introduction to coding in the context of current web development technologies (JavaScript, HTML, CSS). Basic coding skills and an introduction to computing with an emphasis on processing data: data formatting and structure, data manipulation, data presentation and the basics of an interactive program.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 220

CSCE 155A Computer Science I

Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher. Credit toward the degree may be earned in only one of: CSCE 155, CSCE 155A, CSCE 155E/ECEN 155E, CSCE 155H, CSCE 155N, or CSCE 155T.

Notes: Recommended for students majoring in computer science or computer engineering.

Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CIVE 201; CSCE 156, ECEN 156; CSCE 156H; CSCE 235; CSCE 235H; CSCE 311; CSCE 320; CSCE 352; CSCE 802; ECEN 106; ECEN 123; ECEN 224; MECH 300

Course and Laboratory Fee: \$35

CSCE 155E Computer Science I: Systems Engineering Focus

Crosslisted with: ECEN 155E

Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher. Credit toward the degree may be earned in only one of: CSCE 155, CSCE 155A, CSCE 155E/ECEN 155E, CSCE 155H, CSCE 155N, or CSCE 155T.

Notes: Recommended for students interested in systems engineering, such as operating systems, mobile computing, and embedded devices.

Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CIVE 201; CSCE 156, ECEN 156; CSCE 156H; CSCE 235; CSCE 235H; CSCE 311; CSCE 320; CSCE 336; CSCE 352; CSCE 802; ECEN 106; ECEN 123; ECEN 220; ECEN 224; MECH 300

Course and Laboratory Fee: \$10

CSCE 155H Honors: Computer Science I

Prerequisites: Good standing in UNL Honors Program; MATH 102 or a Math Placement Test score for MATH 103 or higher. Credit toward the degree may be earned in only one of: CSCE 155, CSCE 155A, CSCE 155E/ECEN 155E, CSCE 155H, CSCE 155N, or CSCE 155T.

Notes: Covers the same topics as CSCE 155A, but in greater depth.

Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CIVE 201; CSCE 156, ECEN 156; CSCE 156H; CSCE 235; CSCE 235H; CSCE 311; CSCE 320; CSCE 352; CSCE 802; ECEN 106; ECEN 224; MECH 300

Course and Laboratory Fee: \$35

CSCE 155N Computer Science I: Engineering and Science Focus

Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher. Credit toward the degree may be earned in only one of: CSCE 155, CSCE 155A, CSCE 155E/ECEN 155E, CSCE 155H, CSCE 155N, or CSCE 155T.

Notes: Recommended for students interested in numerical and graphical applications in engineering and science, such as applied physics, working with time-sequence data, and matrix applications.

Description: Introduction to problem solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: BSEN 311; CHME 312; CIVE 201; CSCE 156, ECEN 156; CSCE 156H; CSCE 235; CSCE 235H; CSCE 311; CSCE 320; CSCE 802; ECEN 106; ECEN 224; MECH 300; MECH 318; MECH 330; MECH 350; MECH 381

Course and Laboratory Fee: \$35

CSCE 155T Computer Science I: Informatics Focus

Prerequisites: MATH 102 or a Math Placement Test score for MATH 103 or higher. Credit toward the degree may be earned in only one of: CSCE 155, CSCE 155A, CSCE 155E/ECEN 155E, CSCE 155H, CSCE 155N, or CSCE 155T.

Notes: Recommended for students interested in data and information processing, such as library and database applications, online commerce, and bioinformatics.

Description: Introduction to computers and problem-solving with computers. Topics include problem solving methods, software development principles, computer programming, and computing in society.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 156, ECEN 156; CSCE 156H; CSCE 235; CSCE 235H; CSCE 311; CSCE 320; CSCE 352; CSCE 802; ECEN 106; ECEN 224; MECH 300

CSCE 156 Computer Science II**Crosslisted with:** ECEN 156**Prerequisites:** A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, or CSCE 155T; coreq: MATH 106.**Notes:** Laboratories supplement the lecture material and give an opportunity to practice concepts.**Description:** Data structures, including linked lists, stacks, queues, and trees; algorithms, including searching, sorting, and recursion; programming language topics, including object-oriented programming; pointers, references, and memory management; design and implementation of a multilayer application with SQL database.**Credit Hours:** 4**Max credits per semester:** 4**Max credits per degree:** 4**Grading Option:** Graded with Option**Offered:** FALL/SPR**Prerequisite for:** CSCE 235; CSCE 310; CSCE 310H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; CSCE 453H, RAIK 453H; SOFT 162
Course and Laboratory Fee: \$35**CSCE 156H Honors: Computer Science II****Prerequisites:** Good standing UNL Honors Program. A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, or CSCE 155T; Coreq: MATH 106. Credit toward the degree cannot be earned in both CSCE 156 and CSCE 156H.**Notes:** Covers the same topics as CSCE 156, but in greater depth. Laboratories supplement the lecture material and give an opportunity to practice concepts.**Description:** Data structures, including linked lists, stacks, queues, and trees; algorithms, including searching, sorting, and recursion; programming language topics, including object-oriented programming; pointers, references, and memory management; design and implementation of a multilayer application with SQL database.**Credit Hours:** 4**Max credits per semester:** 4**Max credits per degree:** 4**Grading Option:** Graded**Prerequisite for:** CSCE 310; CSCE 310H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; CSCE 453H, RAIK 453H; SOFT 162**Course and Laboratory Fee:** \$35**CSCE 163H Honors: Innovation Processes and Software Engineering Fundamentals****Crosslisted with:** RAIK 163H**Prerequisites:** Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management.**Description:** Introduction to innovation processes for interdisciplinary and team-oriented problem solving of software engineering, business development, and industrial design problems.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL**CSCE 164 Introduction to Computer Engineering****Crosslisted with:** ECEN 164**Notes:** Project-based introduction to the computer engineering field.**Description:** Introduction to basic concepts and skills needed in computer engineering. Practical application of basic computing concepts through an introduction to programming an embedded system.**Credit Hours:** 2**Max credits per semester:** 2**Max credits per degree:** 2**Grading Option:** Graded with Option**Offered:** SPRING**Prerequisite for:** ECEN 220; ECEN 370, CSCE 335**CSCE 183H Honors: Computer Problem Solving Essentials****Crosslisted with:** RAIK 183H**Prerequisites:** Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management.**Description:** Introduction to problem solving with computers. Problem analysis and specification, algorithm development, program design, and implementation. JAVA in a Windows platform.**Credit Hours:** 4**Max credits per semester:** 4**Max credits per degree:** 4**Grading Option:** Graded**Prerequisite for:** CSCE 235; CSCE 235H; CSCE 352; RAIK 184H, CSCE 184H; SCMA 335**CSCE 184H Honors: Software Development Essentials****Crosslisted with:** RAIK 184H**Prerequisites:** Good standing in the University Honors Program; admission to the Jeffrey S. Raikes School of Computer Science and Management; and CSCE/RAIK 183H.**Description:** Problem solving with computers. Problem analysis and specification, data structures, relational databases, algorithm development, and program design and implementation. Discrete mathematics topics, propositional and predicate logic, sets, relations, functions, and proof techniques. Software Development Principles.**Credit Hours:** 4**Max credits per semester:** 4**Max credits per degree:** 4**Grading Option:** Graded**Prerequisite for:** BSAD 372H, RAIK 372H; CSCE 230, ECEN 230; CSCE 231; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; CSCE 453H, RAIK 453H; SOFT 260H, RAIK 283H**CSCE 191 Special Topics in Computer Science****Prerequisites:** Permission.**Notes:** Will not count towards a major or minor in computer science and computer engineering. Topics will vary.**Description:** Aspects of computers and computing at the freshman level for non-computer science and computer engineering majors and/or minors.**Credit Hours:** 1-3**Min credits per semester:** 1**Max credits per semester:** 3**Max credits per degree:** 6**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$10

CSCE 192 Special Topics in Computer Science

Prerequisites: Permission.

Description: Aspects of computers and computing for computer science and computer engineering majors and minors. Topics vary.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

CSCE 194 Independent Study in Computing

Prerequisites: Freshmen standing; permission of the instructor.

Description: Independent study of computer science topics performed under the guidance of a member of the faculty in the Department of Computer Science and Engineering.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 220 Software Development for Smart-Mobile Systems

Prerequisites: CSCE 120

Notes: This course does not count towards a major or minor in Computer Science or a major in Computer Engineering or a major in Software Engineering. Second course in a sequence for the minor in Software Development.

Description: Practical experience on building larger scale applications and familiarity with the tools, environments (e.g., Android or iOS), and requirements to develop software for current smart-mobile devices such as phones and tablets.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 453H, RAIK 453H

CSCE 230 Computer Organization

Crosslisted with: ECEN 230

Prerequisites: A grade of 'P' or 'C' or better in CSCE 235, CSCE 235H, or RAIK 184H.

Notes: Laboratories supplement the lecture material and give an opportunity to practice concepts.

Description: Introduction to organization and structure of computer systems. Boolean logic, digital arithmetic, processor organization, machine language programming, input/output, memory organization, system support software, communication, and ethics.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded with Option

Offered: FALL

Prerequisite for: CSCE 336; CSCE 351, ECEN 351; CSCE 362; ECEN 370, CSCE 335

Course and Laboratory Fee: \$20

CSCE 231 Computer Systems Engineering

Prerequisites: Grade of "P" or "C" or better in CSCE 235, CSCE 235H or RAIK 184H.

Description: Introduction to organization, structure, and applications of computer systems. Boolean Logic, Digital Arithmetic, Processor Organization, C Programming, Machine Language Programming, Input/Output, Memory Organization and Management, Building Embedded System Application.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded with Option

Prerequisite for: CSCE 336; CSCE 351, ECEN 351; CSCE 362

Course and Laboratory Fee: \$20

CSCE 235 Introduction to Discrete Structures

Prerequisites: A grade of 'P' or 'C' or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, SOFT 160, SOFT 160H or RAIK 183H; and MATH 106.

Notes: Theoretical concepts with programming assignments.

Description: Survey of elementary discrete mathematics. Elementary graph and tree theories, set theory, relations and functions, propositional and predicate logic, methods of proof, induction, recurrence relations, principles of counting, elementary combinatorics, and asymptotic notations.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 230, ECEN 230; CSCE 231; CSCE 310; CSCE 310H; CSCE 362; CSCE 377; SOFT 260

Course and Laboratory Fee: \$20

CSCE 235H Honors: Introduction to Discrete Structures

Prerequisites: A grade of 'P' or 'C' or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, SOFT 160, SOFT 160H or RAIK 183H; and MATH 106. Credit toward the degree cannot be earned in both CSCE 235 and CSCE 235H.

Notes: Theoretical concepts with programming assignments. Covers the same topics as CSCE 235, but in greater depth.

Description: Survey of elementary discrete mathematics. Elementary graph and tree theories, set theory, relations and functions, propositional and predicate logic, methods of proof, induction, recurrence relations, principles of counting, elementary combinatorics, and asymptotic notations.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 230, ECEN 230; CSCE 231; CSCE 310; CSCE 310H; CSCE 362; CSCE 377; SOFT 260

Course and Laboratory Fee: \$20

CSCE 251 Unix Programming Environment**Crosslisted with:** ECEN 251**Notes:** Familiarity with at least one high-level programming language.**Description:** Introduction to the Unix operating system. Unix file system. Unix tools and utilities. Shell programming.**Credit Hours:** 1**Max credits per semester:** 1**Max credits per degree:** 1**Grading Option:** Graded with Option**Offered:** FALL**Course and Laboratory Fee:** \$25**CSCE 291 Special Topics in Computer Science****Prerequisites:** Permission.**Notes:** Will not count towards a major or minor in computer science and computer engineering. Topics vary.**Description:** Aspects of computers and computing for non-computer science and computer engineering majors and/or minors.**Credit Hours:** 1-3**Min credits per semester:** 1**Max credits per semester:** 3**Max credits per degree:** 6**Grading Option:** Graded with Option**CSCE 292 Special Topics in Computer Science****Prerequisites:** Permission.**Description:** Aspects of computers and computing for computer science and computer engineering majors and minors. Topics vary.**Credit Hours:** 1-3**Min credits per semester:** 1**Max credits per semester:** 3**Max credits per degree:** 6**Grading Option:** Graded with Option**CSCE 294 Independent Study in Computing****Prerequisites:** Sophomore standing; permission of the instructor.**Description:** Independent study of computer science topics performed under the guidance of a member of the faculty in the Department of Computer Science and Engineering.**Credit Hours:** 1-3**Min credits per semester:** 1**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**CSCE 310 Data Structures and Algorithms****Prerequisites:** Grades of "Pass" or "C" or better in CSCE 156/156H or SOFT 161 and CSCE 235/235H. Credit toward the degree may be earned in only one of CSCE 310 or CSCE 311**Notes:** Theoretical concepts with programming assignments.**Description:** A review of algorithm analysis, asymptotic notation, and solving recurrence relations. Advanced data structures and their associated algorithms, heaps, priority queues, hash tables, trees, binary search trees, and graphs. Algorithmic techniques, divide and conquer, transform and conquer, space-time trade-offs, greedy algorithms, dynamic programming, randomization, and distributed algorithms. Introduction to computability and NP-completeness.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CSCE 351, ECEN 351; CSCE 360; CSCE 361, CSCE 361H; CSCE 493**Course and Laboratory Fee:** \$20**CSCE 310H Honors: Data Structures and Algorithms****Prerequisites:** Good Standing in UNL Honors Program or by invitation; grades of 'P' or 'C' or better in CSCE 156/156H or SOFT 161 and CSCE 235/235H. Credit toward the degree cannot be earned in CSCE 310 and CSCE 310H.**Description:** CSCE 310H covers the same topics as CSCE 310, but in greater depth. For course description, see CSCE 310.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Prerequisite for:** CSCE 351, ECEN 351; CSCE 360; CSCE 493**Course and Laboratory Fee:** \$20**CSCE 311 Data Structures and Algorithms for Informatics****Prerequisites:** Grade of "Pass" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, CSCE 320, or SOFT 160. Credit toward the degree may be earned in only one of CSCE 310 or CSCE 311**Notes:** CSE majors must take CSCE 310.**Description:** An introduction to algorithms and data structures for informatics. Foundational coverage of algorithms includes both problems (such as indexing, searching, sorting, and pattern matching) and methods (such as greedy, divide-and-conquer, and dynamic programming). Foundational coverage of data structures includes lists, tables, relational databases, regular expressions, trees, graphs, and multidimensional arrays. The topics will be studied in the context of informatics applications.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CSCE 322; CSCE 322H; CSCE 351, ECEN 351; CSCE 360; CSCE 361, CSCE 361H; CSCE 378; CSCE 378H; CSCE 386; CSCE 453H, RAIK 453H; CSCE 484; CSCE 493; CSCE 493A**CSCE 320 Data Analysis****Prerequisites:** A grade of "P" or "C" or better in CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, or CSCE 155T.**Description:** Practical experience in modeling and analysis of large datasets through data mining and machine learning techniques. Use of models to promote efficient and effective data processing and analysis, including artificial intelligence-based applications.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL**Prerequisite for:** CSCE 311; CSCE 493**CSCE 322 Programming Language Concepts****Prerequisites:** A grade of "P" or "C" or better in CSCE 156, CSCE 156H, CSCE 311, SOFT 161, SOFT 161H, or RAIK 184H.**Description:** List-processing, string-processing, and other types of high-level programming languages. Fundamental concepts of data types, control structures, operations, and programming environments of various programming languages. Analysis, formal specification, and comparison of language features.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$40

CSCE 322H Honors: Programming Language Concepts

Prerequisites: Good Standing in UNL Honors Program or by invitation; A grade of "P" or "C" or better in CSCE 156, CSCE 156H, CSCE 311, SOFT 161, SOFT 161H, or RAIK 184H. Credit toward the degree cannot be earned in CSCE 322 and CSCE 322H.

Description: List-processing, string-processing, and other types of high-level programming languages. Fundamental concepts of data types, control structures, operations, and programming environments of various programming languages. Analysis, formal specification, and comparison of language features.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL/SPR

CSCE 335 Digital Logic Design

Crosslisted with: ECEN 370

Prerequisites: ECEN 103 or CSCE 230

Description: Combinational and sequential logic circuits. MSI chips, programmable logic devices (PAL, ROM, PLA) used to design combinational and sequential circuits. CAD tools. LSI and PLD components and their use. Hardware design experience.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Prerequisite for: ECEN 307; ECEN 327; ECEN 333; ECEN 481

CSCE 336 Embedded Systems

Prerequisites: A grade of "P" or "C" or better in CSCE 155E or CSCE 230 or CSCE 231.

Description: Introduction to designing, interfacing, configuring, and programming embedded systems. Configure simple embedded microprocessor systems, control peripherals, write device drivers in a high-level language, set up embedded and real-time operating systems, and develop applications for embedded systems.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded with Option

Offered: SPRING

Prerequisite for: CSCE 488; CSCE 488H

Course and Laboratory Fee: \$40

CSCE 351 System Resource Management

Crosslisted with: ECEN 351

Prerequisites: A grade of "P" or "C" or better in CSCE 230 or CSCE 231 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: An introduction to management of computing resources, including CPUs, shared memory, I/O devices, address spaces, and threads of execution, with a focus on implementation.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL

Course and Laboratory Fee: \$40

CSCE 352 Exploring Virtual Reality

Prerequisites: CSCE 155A/155E/155T/155H, SOFT 160, RAIK 183H, or equivalent.

Notes: Requires familiarity with a high-level programming language.

Description: Introduction to designing, developing and producing virtual reality and immersive experiences. Work in interdisciplinary teams to produce a virtual reality/immersive project, game or storytelling experience.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 360 Software Security in Practice

Prerequisites: A grade of "P" or "C" or higher in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H, or RAIK 283H

Description: Introduction to web application security risks and associated mitigation strategies, along with cloud-based resource management, and security basics on cloud application hosting.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 361 Software Engineering

Crosslisted with: CSCE 361H

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Notes: Requires participation in a group design and implementation of a software project.

Description: Techniques used in the disciplined development of large software projects. Software requirements analysis and specifications, program design, coding and integration testing, and software maintenance. Software estimation techniques, design tools, and complexity metrics.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 461, CSCE 861, SOFT 461; CSCE 486; CSCE 486H; CSCE 488; CSCE 488H

Course and Laboratory Fee: \$20

CSCE 361H Software Engineering

Crosslisted with: CSCE 361

Prerequisites: Good Standing in UNL Honors Program or by invitation; A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Notes: Requires participation in a group design and implementation of a software project.

Description: Techniques used in the disciplined development of large software projects. Software requirements analysis and specifications, program design, coding and integration testing, and software maintenance. Software estimation techniques, design tools, and complexity metrics.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 461, CSCE 861, SOFT 461; CSCE 486; CSCE 486H; CSCE 488; CSCE 488H

Course and Laboratory Fee: \$20

CSCE 362 Fundamentals of Communication Systems

Prerequisites: A grade of "P" or "C" or better in CSCE 230, CSCE 231 or CSCE 235.

Description: Covers fundamentals of digital communication systems, in particular, various source and channel coding techniques and channel properties, and touches upon concepts from information theory that are used to determine and quantify transmission of information through a channel. Includes a comparison between analog and digital modulation techniques, with a special focus on the latter (e.g., PSK (BPSK, QPSK), PAM, QAM, FSK, etc.). Covers constellation mapping and detection techniques.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL/SPR

CSCE 370H Honors: Data and Models II: Data Science Fundamentals

Crosslisted with: RAIK 370H

Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; and RAIK 270H

Description: Introduction to approaches using data for prediction and learning. Exploration of data for linear and nonlinear data modeling, machine learning, and supportive methods from statistics and numerical methods.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL/SPR

Prerequisite for: BSAD 371H, RAIK 371H

CSCE 377 Fundamentals of Cybersecurity

Prerequisites: A grade of "P" or "C" or better in CSCE 235.

Description: Introduction to security concepts, fundamental security properties, basic cryptographic building blocks, and their application to build secure protocols and systems.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Course and Laboratory Fee: \$35

CSCE 378 Human-Computer Interaction

Prerequisites: A grade of "P" or "C" or better in CSCE 156, CSCE 156H, SOFT 161, SOFT 161H, RAIK 184H or CSCE 311.

Notes: STAT 380 or ECEN 305 recommended. Meeting ACE 1 and ACE 2 requirements prior to taking this course recommended.

Description: Knowledge and techniques useful in the design of computing systems for human use. Includes models of HCI, human information processing characteristics important in HCI, computer system features, such as input and output devices, dialogue techniques, and information presentation, task analysis, prototyping and the iterative design cycle, user interface implementation, interface evaluation.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Course and Laboratory Fee: \$20

CSCE 378H Honors: Human-Computer Interaction

Prerequisites: Good standing in the University Honors Program; A grade of "P" or "C" or better in CSCE 156, CSCE 156H, SOFT 161, SOFT 161H, RAIK 184H or CSCE 311. Credit toward the degree cannot be earned in CSCE 378 and CSCE 378H.

Notes: STAT 380/RAIK 270H or ECEN 305 recommended. Meeting ACE 1 and ACE 2 requirements prior to taking this course recommended.

Description: Knowledge and techniques useful in the design of computing systems for human use. Includes models of HCI, human information processing characteristics important in HCI, computer system features, such as input and output devices, dialogue techniques, and information presentation, task analysis, prototyping and the iterative design cycle, user interface implementation, interface evaluation.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 386 Practice and Professional Development: Design and Implementation

Prerequisites: Grade of "Pass" or "C" in CSCE 311.

Description: Studies in data science practice and professional development. Data science topics include data-centric and model-driven approaches; information and knowledge structures, organization, and access; searching and mining; and visualization. Professional development involves instruction in career development, entrepreneurship, professional ethics, and professional communications.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL

CSCE 391 Special Topics in Computer Science

Prerequisites: Permission.

Description: Aspects of computers and computing for non-computer science and computer engineering majors and/or minors. Topics vary.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

CSCE 392 Special Topics in Computer Science

Prerequisites: Permission.

Description: Aspects of computers and computing for computer science and computer engineering majors and minors. Topics vary.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

CSCE 394 Independent Study in Computing

Prerequisites: Junior standing; permission of the instructor.

Description: Independent study of computer science topics performed under the guidance of a member of the faculty in the Department of Computer Science and Engineering.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 399 Undergraduate Thesis

Prerequisites: Permission.

Description: Independent practice and research leading to a thesis.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

CSCE 399H Honors Undergraduate Thesis

Prerequisites: Permission. Credit toward the degree cannot be earned in both CSCE 399 and CSCE 399H.

Description: Independent practice and research leading to a thesis.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

CSCE 401H Honors: RAIK Design Studio I

Crosslisted with: RAIK 401H, BSAD 401H, SOFT 401H

Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; RAIK 284H/SOFT 261H or equivalent.

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

Grading Option: Graded

Offered: FALL

Prerequisite for: RAIK 402H, BSAD 402H, CSCE 402H, SOFT 402H

ACE: ACE 8 Civic/Ethics/Stewardship

Experiential Learning: Case/Project-Based Learning

CSCE 402H Honors: RAIK Design Studio II

Crosslisted with: RAIK 402H, BSAD 402H, SOFT 402H

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 401H.

Notes: Second 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

Grading Option: Graded

Offered: SPRING

Prerequisite for: RAIK 403H, BSAD 403H, CSCE 403H

ACE: ACE 10 Integrated Product

Experiential Learning: Case/Project-Based Learning

CSCE 403H Honors: RAIK Design Studio III

Crosslisted with: RAIK 403H, BSAD 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.

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

Grading Option: Graded

Prerequisite for: RAIK 404H, BSAD 404H, CSCE 404H

Experiential Learning: Case/Project-Based Learning

CSCE 404H Honors: RAIK Design Studio IV

Crosslisted with: RAIK 404H, BSAD 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

Grading Option: Graded

Experiential Learning: Case/Project-Based Learning

CSCE 405H Honors: RAIK Research Studio I

Crosslisted with: RAIK 405H

Prerequisites: Good standing in the University Honors Program or by invitation; admission to the Jeffrey S. Raikes School of Computer Science and Management; RAIK 284H/SOFT 261H or equivalent.

Notes: First semester of Jeffrey S. Raikes School of Computer Science and Management research studio experience. Students work individually with a sponsoring faculty member from the area of their research and Raikes School faculty.

Description: Application of research principles to solve complex problems through the delivery of innovative, cutting-edge solutions and to gain an understanding of the roles involved.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: CSCE 406H, RAIK 406H

CSCE 406H Honors: RAIK Research Studio II**Crosslisted with:** RAIK 406H**Prerequisites:** RAIK 405H

Notes: Second semester of Jeffrey S. Raikes School of Computer Science and Management research studio experience. Students work individually with a sponsoring faculty member from the area of their research and Raikes School faculty.

Description: Application of research principles to solve complex problems through the delivery of innovative, cutting-edge solutions and to gain an understanding of the roles involved.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** SPRING**CSCE 410 Information Retrieval Systems****Crosslisted with:** CSCE 810

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Outline of the general information retrieval problem, functional overview of information retrieval. Deterministic models of information retrieval systems; conventional Boolean, fuzzy set theory, p-norm, and vector space models. Probabilistic models. Text analysis and automatic indexing. Automatic query formulation. System-user adaptation and learning mechanisms. Intelligent information retrieval. Retrieval evaluation. Review of new theories and future directions. Practical experience with a working experimental information retrieval system.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** SPRING**CSCE 411 Data Modeling for Systems Development****Crosslisted with:** CSCE 811

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Concepts of relational and object-oriented data modeling through the process of data model development including conceptual, logical and physical modeling. Techniques for identifying and creating relationships between discrete data members, reasoning about how data modeling and analysis are incorporated in system design and development, and specification paradigms for data models. Common tools and technologies for engineering systems and frameworks for integrating data. Design and analysis of algorithms and techniques for identification and exploration of data relationships, such as Bayesian probability and statistics, clustering, map-reduce, and web-based visualization.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**CSCE 412 Data Visualization****Crosslisted with:** CSCE 812

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; MATH 314.

Description: Fundamentals and implementations of data visualization techniques. Programming skills and practices in interactive visualization applications. Visualization foundations, human perception for information processing, and visualization techniques for different data types, such as scalar-field data, vector-field data, geospatial data, multivariate data, graph/network data, and text/document data. Advanced visualization algorithms and topics as time permits.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL/SPR**CSCE 413 Database Systems****Crosslisted with:** CSCE 813

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Notes: Involves practical experience with a working database system.

Description: Data and storage models for database systems; entity/relationship, relational, and constraint models; relational databases; relational algebra and calculus; structured query language; Logical database design: normalization; integrity; distributed data storage; concurrency; security issues. Spatial databases and geographic information systems.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CSCE 913; CSCE 914**Course and Laboratory Fee:** \$40**CSCE 415 Computational Linguistics****Crosslisted with:** CSCE 815

Prerequisites: Standing of junior class or above; one of CSCE 310, CSCE 311 or SOFT 260.

Description: Covers the fundamentals of language modeling, parsing, machine translation, computational and statistical methods in comparative linguistics, laws of phonological change and language evolution, language families and script families, ancient scripts, computational methods for script comparison and the analysis of script evolution.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL/SPR**Prerequisite for:** CSCE 915

CSCE 417 Artificial Intelligence For Social Good

Crosslisted with: CSCE 817

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H. Graduate prerequisite CSCE 802.

Description: Analyzes studies that address societal challenges through machine learning (ML) and, more broadly, artificial intelligence (AI). Focuses on selected research categorized under AI for Social Good (AI4SG), spanning areas such as agriculture, education, environmental sustainability, healthcare, social care, public safety, and transportation.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL/SPR

CSCE 420 Introduction to Natural Language Processing

Crosslisted with: CSCE 820

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H. Graduate prerequisite: CSCE 802.

Description: Introduction to fundamental concepts and techniques in Natural Language Processing.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL/SPR

CSCE 421 Foundations of Constraint Processing

Crosslisted with: CSCE 821

Prerequisites: A grade of "P" or "C" or better in CSCE 235 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Constraint processing for articulating and solving industrial problems such as design, scheduling, and resource allocation. The foundations of constraint satisfaction, its basic mechanisms (e.g., search, backtracking, and consistency-checking algorithms), and constraint programming languages. New directions in the field, such as strategies for decomposition and for symmetry identification.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 921

Course and Laboratory Fee: \$10

CSCE 422 Introduction to Computational Game Theory

Crosslisted with: CSCE 822

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H. Graduate prerequisite CSCE 802.

Description: Introduction to essential tools for modeling and analyzing strategic interactions between self-interested agents. Covers key solution concepts used to predict decision-making behavior and examines the computational aspects of these solutions. Explores applications of game theory in areas such as security and social sciences.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: SPRING

CSCE 423 Design and Analysis of Algorithms

Crosslisted with: CSCE 823

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Mathematical preliminaries. Strategies for algorithm design, including divide-and-conquer, greedy, dynamic programming and backtracking. Mathematical analysis of algorithms. Introduction to NP-Completeness theory, including the classes P and NP, polynomial transformations and NP-complete problems.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 923; CSCE 924

Course and Laboratory Fee: \$20

CSCE 424 Computational Complexity Theory

Crosslisted with: CSCE 824

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Turing machine model of computation: deterministic, nondeterministic, alternating, probabilistic. Complexity classes: Time and space bounded, deterministic, nondeterministic, probabilistic. Reductions and completeness. Complexity of counting problems. Non-uniformity. Lower bounds. Interactive proofs.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 425 Compiler Construction

Crosslisted with: CSCE 825

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Review of program language structures, translation, loading, execution, and storage allocation. Compilation of simple expressions and statements. Organization of a compiler including compile-time and run-time symbol tables, lexical scan, syntax scan, object code generation, error diagnostics, object code optimization techniques, and overall design.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Course and Laboratory Fee: \$20

CSCE 428 Automata, Computation, and Formal Languages

Crosslisted with: CSCE 828

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Introduction to the classical theory of computer science. Finite state automata and regular languages, minimization of automata. Context free languages and pushdown automata, Turing machines and other models of computation, undecidable problems, introduction to computational complexity.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Course and Laboratory Fee: \$20

CSCE 429 Information Theory**Crosslisted with:** CSCE 829**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H.**Description:** Deals with the foundations of information theory, as well as the more practical aspects of information coding. Information measures are first introduced, and then applied to the analysis of the theoretical performance achievable in data compression and propagation over noisy channels.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** SPRING**CSCE 430 Computer Architecture****Crosslisted with:** CSCE 830**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; Coreq: STAT 380, ECEN 305 or RAIK 270H.**Description:** Architecture of single-processor (Von Neumann or SISD) computer systems. Evolution, design, implementation, and evaluation of state-of-the-art systems. Memory Systems, including interleaving, hierarchies, virtual memory and cache implementations; Communications and I/O, including bus architectures, arbitration, I/O processors and DMA channels; and Central Processor Architectures, including RISC and Stack machines, high-speed arithmetic, fetch/execute overlap, and parallelism in a single-processor system.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$20**CSCE 431 Hardware and Software Acceleration for Machine Learning****Crosslisted with:** CSCE 831**Prerequisites:** A grade of "P" or "C" or better in CSCE 230 or CSCE 231 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.**Description:** Overview of the hardware and software acceleration techniques, including basics of deep learning, deep learning frameworks, hardware accelerators, co-optimization of algorithms and hardware, training and inference, support for state-of-the-art deep learning networks.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL**CSCE 435 Cluster and Grid Computing****Crosslisted with:** CSCE 835**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H, or RAIK 283H.**Notes:** Designed for CSCE and non-CSCE students who have an interest in building or programming clusters to enhance their computationally-intensive research.**Description:** Build and program clusters. Cluster construction, cluster administration, cluster programming, and grid computing.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**CSCE 436 Advanced Embedded Systems****Crosslisted with:** CSCE 836**Prerequisites:** A grade of "P" or "C" or better in CSCE 231, CSCE 336 or ECEN 220.**Description:** Embedded hardware design techniques; transceiver design and low-power communication techniques; sensors and distributed sampling techniques; embedded software design and embedded operating systems; driver development; embedded debugging techniques; hardware and software architectures of embedded systems; and design, development, and implementation of embedded applications.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$40**CSCE 438 Internet of Things****Crosslisted with:** CSCE 838**Prerequisites:** CSCE 230 or CSCE 231; SOFT 260, CSCE 310, CSCE 310H, CSCE 311 or equivalent; senior or graduate standing or instructor permission.**Description:** Theoretical and practical insight into the Internet of Things (IoT). Basics of IoT, including devices and sensors, connectivity, cloud processing and storage, analytics and machine learning, security, business models as well as advanced topics such as localization, synchronization, connected vehicles, and applications of IoT. Includes a group project that provides hands-on interaction with IoT.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$20**CSCE 439 Robotics: Algorithms and Applications****Crosslisted with:** CSCE 839**Prerequisites:** A grade of "P" or "C" or better in CSCE 231, CSCE 336 or ECEN 220 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H**Description:** Fundamental theory and algorithms for real world robot systems. Design and build a robot platform and implement algorithms in C++ or other high level languages. Topics include: open and closed loop control, reactive control, localization, navigation, path planning, obstacle avoidance, dynamics, kinematics, manipulation and grasping, sensing, robot vision processing, and data fusion.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL/SPR**Course and Laboratory Fee:** \$50

CSCE 440 Numerical Analysis I

Crosslisted with: CSCE 840, MATH 440, MATH 840

Prerequisites: CSCE 155A, CSCE 155E, CSCE 155H, CSCE 155N, CSCE 155T, or SOFT 160; MATH 107. Credit toward the degree may be earned in only one of the following: CSCE440/MATH 440 and MECH 480
Description: Principles of numerical computing and error analysis covering numerical error, root finding, systems of equations, interpolation, numerical differentiation and integration, and differential equations. Modeling real-world engineering problems on digital computers. Effects of floating point arithmetic.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 942

Course and Laboratory Fee: \$20

CSCE 443 Cybersecurity for Big Data, Cloud and Cryptocurrencies

Crosslisted with: CSCE 843

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Notes: Labs will be conducted on academic cloud and compute environments as well as public clouds.

Description: Covers the cybersecurity threat landscape and the mitigation strategies for Big Data, Cloud environments and Cryptocurrencies. Discusses emerging technologies and frameworks such as End-to-end encryption, Blockchains, Smart Contracts, OpenID Connect and OAuth2.0 as promising solutions to ensure data confidentiality and privacy.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL

CSCE 445 Eye Tracking in Usability and Software Engineering

Crosslisted with: CSCE 845

Prerequisites: SOFT 261 or CSCE 361.

Description: Create and evaluate new and existing human computer interfaces in the context of software engineering. Interdisciplinary applications of eye tracking in various areas of software engineering, biometrics, and psychology among others will be presented. Learn how to design, conduct, and analyze a technically sound eye tracking empirical study for software engineering problems in a group setting.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: SPRING

CSCE 451 Operating Systems Principles

Crosslisted with: CSCE 851

Prerequisites: A grade of "P" or "C" or better in CSCE 230 or CSCE 231 and CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Organization and structure of operating systems. Control, communication, and synchronization of concurrent processes. Processor and job scheduling. Memory organization and management including paging, segmentation, and virtual memory. Resource management. Deadlock avoidance, detection, recovery. File system concepts and structure. Protection and security. Substantial programming.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 455, CSCE 855

Course and Laboratory Fee: \$20

CSCE 453H Honors: User Interfaces

Crosslisted with: RAIK 453H

Prerequisites: A grade of "P" or "C+" or higher in CSCE 156, CSCE 156H, CSCE 220, CSCE 311, RAIK 184H, SOFT 161, or SOFT 161H. Good standing in the University Honors Program.

Notes: Enrolled students are expected to have advanced communication skills and a high commitment to conscientiousness. Students who are not in the University Honors Program but nonetheless meet these requirements may request permission of the instructor to enroll. Meeting ACE1 and ACE2 requirements prior to taking this course is recommended.

Description: Introduction to the areas of user interfaces and user experience through reading and hands-on experiences. Areas covered include the psychology and physiology of design, the process of interface design, cultural values and accessibility, designing for beauty and delight, and dynamic evaluation strategies.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 454 Human-Robot Interaction

Crosslisted with: CSCE 854

Prerequisites: A grade of "P" or "C" or better in CSCE 156, CSCE 156H, SOFT 161, SOFT 161H, RAIK 184H or CSCE 311.

Notes: Meeting ACE1 and ACE2 requirements prior to taking this course is recommended. Non-CSCE majors may discuss qualifications with the instructor.

Description: Introduction to the area of human-robot interaction through the reading and discussion of current peer-reviewed articles on topic to include teleoperation, social robotics, and open questions with field-based or aerial robotic systems. Areas covered include: research methods, experimental design, and identification of problems/open questions.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL/SPR

CSCE 455 Distributed Operating Systems**Crosslisted with:** CSCE 855**Prerequisites:** CSCE 451/851.

Description: Organization and structure of distributed operating systems. Control, communication and synchronization of concurrent processes in the context of distributed systems. Processor allocation and scheduling. Deadlock avoidance, detection, recovery in distributed systems. Fault tolerance. Distributed file system concepts and structure.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CHME 496, CHME 896**Course and Laboratory Fee:** \$20**CSCE 456 Parallel Programming****Crosslisted with:** CSCE 856

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H, or RAIK 283H.

Description: Introduction to the fundamentals of parallel computation and applied algorithm design. Methods and models of modern parallel computation; general techniques for designing efficient parallel algorithms for distributed and shared memory multiprocessor machines; principles and practice in programming an existing parallel machine.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$10**CSCE 457 Systems Administration****Crosslisted with:** CSCE 857

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Introduction to basic concepts of system administration. Operating systems and networking overview. User and resource management. Networking, systems and internet related security. System services and common applications, web services, database services, and mail servers. Basic scripting in shell, Perl, and Expect. Systems administration on UNIX® platform.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**CSCE 458 Molecular and Nanoscale Communication****Crosslisted with:** CSCE 858

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H.

Notes: Completing CSCE 462/862 and CSCE 465/865 prior to taking this course is recommended. Exceptions can be granted on a per-student basis by the instructor.

Description: Overview of nanoscale communication options. Focus on bio-inspired communication through molecule exchange and biochemical reactions. Different techniques to realize nanomachines will be surveyed in the course, with particular attention to the tools provided by synthetic biology for the programming of biological cooperative systems.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL/SPR**CSCE 459 Genetically Engineered Systems****Crosslisted with:** CSCE 859

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H.

Notes: Completing CSCE/MATH 440/840, MATH 439/839, and CSCE 471/871 prior to taking this course is recommended. Exceptions can be granted on a per-student basis by the instructor. Meeting ACE 1 and ACE 2 requirements prior to taking this course is recommended. Non-CSCE majors may discuss qualifications with the instructor.

Description: Introduction to the field of synthetic biology, and its interdisciplinary foundational concepts. Presents the technologies at the basis of synthetic biology, together with the engineering concepts that underlie the design, modeling, and realization of genetically engineered systems. Surveys examples of cutting edge applications.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL/SPR**CSCE 460 Software Engineering for Robotics****Crosslisted with:** SOFT 460, CSCE 860**Prerequisites:** SOFT 261 or RAIK 284H or CSCE 361

Description: Application of software engineering practices and principles to autonomous robotic systems.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded**Offered:** FALL**CSCE 461 Advanced Topics in Software Engineering****Crosslisted with:** CSCE 861, SOFT 461

Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284H.

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**Grading Option:** Graded with Option**CSCE 462 Communication Networks****Crosslisted with:** CSCE 862

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H.

Description: Introduction to the architecture of communication networks and the rudiments of performance modeling. Circuit switching, packet switching, hybrid switching, protocols, local and metro area networks, wide area networks and the Internet, elements of performance modeling, and network programming. Network security, asynchronous transfer mode (ATM), optical, wireless, cellular, and satellite networks, and their performance studies.

Credit Hours: 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CSCE 952; CSCE 953**Course and Laboratory Fee:** \$20

CSCE 463 Data and Network Security

Crosslisted with: CSCE 863, ECEN 487, ECEN 887

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Description: Concepts and principles of data and network security. Focuses on practical aspects and application of crypto systems in security protocols for networks such as the Internet. Topics include: applications of cryptography and cryptosystems for digital signatures, authentication, network security protocols for wired and wireless networks, cyberattacks and countermeasures, and security in modern computing platforms.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: SPRING

CSCE 464 Internet Systems and Programming

Crosslisted with: CSCE 864

Prerequisites: A grade of "Pass" or C or better in CSCE 156, SOFT 161, RAIK 184H or CSCE 311 or equivalent programming experience.

Notes: A grade of "Pass" or C or better in CSCE 156, SOFT 161, RAIK 184H or CSCE 311 or equivalent programming experience.

Description: Paradigms, systems, and languages for Internet applications. Client-side and server-side programming, object-based and event-based distributed programming, and multi-tier applications. Coverage of specific technologies varies.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 465 Wireless Communication Networks

Crosslisted with: CSCE 865

Prerequisites: A grade of "P" or "C" or better in STAT 380, ECEN 305 or RAIK 270H

Description: Discussion of theoretical and practical insight to wireless communications and wireless networking, current practices, and future trends. Wireless network architectures, mobility management, radio propagation, modulation, power control, antennas, channel access, pricing, and standards.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 954

CSCE 466 Software Design and Architecture

Crosslisted with: SOFT 466, CSCE 866

Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284H.

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

Grading Option: Graded

CSCE 467 Testing, Verification and Analysis

Crosslisted with: SOFT 467, CSCE 867

Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284H.

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

Grading Option: Graded

Course and Laboratory Fee: \$20

CSCE 468 Requirements Elicitation, Modeling and Analysis

Crosslisted with: SOFT 468, CSCE 868

Prerequisites: A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284.

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

Grading Option: Graded

CSCE 469 Secure Software Engineering

Crosslisted with: SOFT 469, CSCE 869

Prerequisites: SOFT 261, CSCE 361, RAIK 284H, or graduate standing.

Description: Introduction to concepts, principles and state-of-the-art methods in creating and maintaining secure software systems.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

CSCE 470 Computer Graphics

Crosslisted with: CSCE 870

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; MATH 314

Description: Display and recording devices; incremental plotters; point, vector, and character generation; grey scale displays, digitizers and scanners, digital image storage; interactive and passive graphics; pattern recognition; data structures and graphics software; the mathematics of three dimensions; homogeneous coordinates; projections and the hidden-line problem.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Course and Laboratory Fee: \$20

CSCE 471 Computational Methods in Bioinformatics**Crosslisted with:** CSCE 871**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.**Description:** Introduction to computational methods for tackling challenges in biological data analysis and modeling and understanding complex systems at the molecular and cellular level. The main topics include bio-sequence analysis, motif finding, structure prediction, phylogenetic inference, regulation network modeling, and high-throughput omics data analysis.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** SPRING**Prerequisite for:** CSCE 971**CSCE 472 Digital Image Processing****Crosslisted with:** CSCE 872**Prerequisites:** A grade of "Pass" or C or better in CSCE 156, SOFT 161, RAIK 184H or CSCE 311 or equivalent programming experience.**Notes:** A grade of "Pass" or C or better in CSCE 156, SOFT 161, RAIK 184H or CSCE 311 or equivalent programming experience.**Description:** Digital imaging systems, digital image processing, and low-level computer vision. Data structures, algorithms, and system analysis and modeling. Digital image formation and presentation, image statistics and descriptions, operations and transforms, and system simulation. Applications include system design, restoration and enhancement, reconstruction and geometric manipulation, compression, and low-level analysis for computer vision.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$10**CSCE 473 Computer Vision****Crosslisted with:** CSCE 873**Prerequisites:** CSCE 156, SOFT 161, or CSCE 311 or equivalent programming experience.**Notes:** A grade of "Pass" or C or better in CSCE 156, SOFT 161, RAIK 184H or CSCE 311 or equivalent programming experience.**Description:** High-level processing for image understanding and high-level vision. Data structures, algorithms, and modeling. Low-level representation, basic pattern-recognition and image-analysis techniques, segmentation, color, texture and motion analysis, and representation of 2-D and 3-D shape. Applications for content-based image retrieval, digital libraries, and interpretation of satellite imagery.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Course and Laboratory Fee:** \$40**CSCE 474 Introduction to Data Mining****Crosslisted with:** CSCE 874**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H; STAT 380, ECEN 305 or RAIK 270H.**Notes:** Requires the completion of a project involving the application of data mining techniques to real-world problems.**Description:** Data mining and knowledge discovery methods and their application to real-world problems. Algorithmic and systems issues. Statistical foundations, association discovery, classification, prediction, clustering, spatial data mining and advanced techniques.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**CSCE 475 Multiagent Systems****Crosslisted with:** CSCE 875**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.**Description:** Distributed problem solving and planning, search algorithms for agents, distributed rational decision making, learning multiagent systems, computational organization theory, formal methods in Distributed Artificial Intelligence, multiagent negotiations, emergent behaviors (such as ants and swarms), and Robocup technologies and real-time coalition formation.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**CSCE 476 Introduction to Artificial Intelligence****Crosslisted with:** CSCE 876**Prerequisites:** A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.**Description:** Introduction to basic principles, techniques, and tools now being used in the area of machine intelligence. Languages for AI programming introduced with emphasis on LISP. Lecture topics include problem solving, search, game playing, knowledge representation, expert systems, and applications.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CSCE 976**Course and Laboratory Fee:** \$40

CSCE 478 Introduction to Machine Learning

Crosslisted with: CSCE 878

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Notes: STAT 380, ECEN 305, or RAIK 270H recommended.

Description: Introduction to the fundamentals and current trends in machine learning. Possible applications for game playing, text categorization, speech recognition, automatic system control, data mining, computational biology, and robotics. Theoretical and empirical analyses of decision trees, artificial neural networks, Bayesian classifiers, genetic algorithms, instance-based classifiers and reinforcement learning.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Course and Laboratory Fee: \$50

CSCE 479 Introduction to Deep Learning

Crosslisted with: CSCE 879

Prerequisites: A grade of "P" or "C" or better in CSCE 310, CSCE 310H, CSCE 311, SOFT 260, SOFT 260H or RAIK 283H.

Notes: Completing STAT 380/RAIK 270H or ECEN 305 prior to taking this course is recommended.

Description: Fundamentals and current trends in deep learning. Backpropagation, activation functions, loss functions, choosing an optimizer, and regularization. Common architectures such as convolutional, autoencoders, and recurrent. Applications such as image analysis, text analysis, sequence analysis, and reinforcement learning.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: SPRING

Course and Laboratory Fee: \$50

CSCE 480H Honors: Generative AI - Applications, Ethics, and Research

Crosslisted with: RAIK 480H, CSCE 880

Prerequisites: Good standing in the University Honors Program; CSCE 320 or RAIK 370. Familiarity with machine learning is recommended.

Description: Focuses on research and discussion to examine recent developments in and the implementations of Generative Artificial Intelligence (AI) systems. Covers ethical implications and potential broader impacts, while applying them to various domains, culminating in a class project. Specific concepts covered include core generative technologies ranging from variational autoencoders (VAEs), generative adversarial networks (GANs), and transformer-based models like large language models (LLMs) and diffusion image generation; key related concepts in terms of data considerations, model parameters and hyperparameters, finetuning and prompt engineering techniques; and practical use cases in terms of technology and industry through research paper reviews and case study discussions.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL

CSCE 484 Data Science Professional Development

Prerequisites: CSCE 311

Description: Preparation for the senior design project. Professional practice through familiarity with current tools, resources, and technologies. Professional standards, practices and ethics, and the oral and written report styles used specifically in the field of data science.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL

CSCE 486 Computer Science Professional Development

Prerequisites: A grade of "Pass" or "C" or better in SOFT 261, SOFT 261H, CSCE 361, or CSCE 361H. JGEN 200.

Notes: Must be taken exactly one semester before CSCE 487 or CSCE 487H.

Description: Preparation for the senior design project. Professional practice through familiarity with current tools, resources, and technologies. Professional standards, practices and ethics, and the oral and written report styles used specifically in the field of computer science.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Prerequisite for: CSCE 487; CSCE 487H

ACE: ACE 8 Civic/Ethics/Stewardship

Course and Laboratory Fee: \$10

Experiential Learning: Case/Project-Based Learning

CSCE 486H Honors Computer Science Professional Development

Prerequisites: A grade of "Pass" or "C" or better in SOFT 261, SOFT 261H, CSCE 361, or CSCE 361H. JGEN 200. Credit toward the degree cannot be earned in CSCE 486 and CSCE 486H.

Notes: Must be taken exactly one semester before CSCE 487 or CSCE 487H.

Description: Preparation for the senior design project. Professional practice through familiarity with current tools, resources, and technologies. Professional standards, practices and ethics, and the oral and written report styles used specifically in the field of computer science.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded with Option

Offered: FALL

Prerequisite for: CSCE 487H

ACE: ACE 8 Civic/Ethics/Stewardship

Experiential Learning: Case/Project-Based Learning

CSCE 487 Computer Science Senior Design Project**Prerequisites:** CSCE 486**Notes:** Should be taken in the immediate next term after CSCE 486.**Description:** A substantial computer science project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** SOFT 403; SOFT 403H**ACE:** ACE 10 Integrated Product**Course and Laboratory Fee:** \$40**Experiential Learning:** Case/Project-Based Learning**CSCE 487H Honors Computer Science Senior Design Project****Prerequisites:** CSCE 486 or CSCE 486H. Credit toward the degree cannot be earned in both CSCE 487 and CSCE 487H.**Notes:** Should be taken in the immediate next term after CSCE 486 or CSCE 486H.**Description:** A substantial computer science project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** SPRING**Prerequisite for:** SOFT 403H**ACE:** ACE 10 Integrated Product**Experiential Learning:** Case/Project-Based Learning**CSCE 488 Computer Engineering Professional Development****Prerequisites:** CSCE 336; A grade of "Pass" or "C" or better in CSCE 361 or CSCE 361H; formal admission to the College of Engineering; prereq or coreq: JGEN 300.**Notes:** Must be taken exactly one semester before CSCE 489 or CSCE 489H.**Description:** Preparation for the senior design project. Professional practice through familiarity and practice with current tools, resources, and technologies; professional standards, practices, and ethics; and oral and written report styles used in the computer engineering field.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Prerequisite for:** CSCE 489; CSCE 489H**ACE:** ACE 8 Civic/Ethics/Stewardship**Course and Laboratory Fee:** \$10**Experiential Learning:** Case/Project-Based Learning**CSCE 488H Honors Computer Engineering Professional Development****Prerequisites:** CSCE 336; A grade of "Pass" or "C" or better in CSCE 361 or CSCE 361H; formal admission to the College of Engineering; prereq or coreq: JGEN 300. Credit toward the degree cannot be earned in CSCE 488 and CSCE 488H.**Notes:** Must be taken exactly one semester before CSCE 489 or CSCE 489H.**Description:** Preparation for the senior design project. Professional practice through familiarity and practice with current tools, resources, and technologies; professional standards, practices, and ethics; and oral and written report styles used in the computer engineering field.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** FALL**Prerequisite for:** CSCE 489H**ACE:** ACE 8 Civic/Ethics/Stewardship**Experiential Learning:** Case/Project-Based Learning**CSCE 489 Computer Engineering Senior Design Project****Prerequisites:** CSCE 488 (taken exactly one semester previous).**Description:** A substantial computer engineering project requiring hardware-software co-design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and computer engineering.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**ACE:** ACE 10 Integrated Product**Course and Laboratory Fee:** \$40**Experiential Learning:** Case/Project-Based Learning**CSCE 489H Honors Computer Engineering Senior Design Project****Prerequisites:** CSCE 488 or CSCE 488H (taken exactly one semester previous). Credit toward the degree cannot be earned in both CSCE 489 and CSCE 489H.**Description:** A substantial computer engineering project requiring hardware-software co-design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and computer engineering.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option**Offered:** SPRING**ACE:** ACE 10 Integrated Product**Experiential Learning:** Case/Project-Based Learning

CSCE 492 Special Topics in Computer Science

Crosslisted with: CSCE 892

Prerequisites: CSCE 310/310H, CSCE 311, SOFT 260/260H/RAIK 283H, or graduate standing.

Description: Aspects of computers and computing not covered elsewhere in the curriculum presented as the need arises.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

Course and Laboratory Fee: \$40

CSCE 492H Honors Special Topics in Computer Science

Prerequisites: Permission. Credit toward the degree cannot be earned in both CSCE 492 and CSCE 492H.

Description: Topics vary

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

CSCE 493 Innovation Lab Project

Prerequisites: CSCE 310, CSCE 310H, CSCE 311, or CSCE 320

Description: Innovative team projects executed under the guidance of members of the faculty of the Department of Computer Science and Managing Director of the CSCE Innovation Lab. Students will work in teams and collaborate with CSE research faculty, supervising MS students, and sponsors that include private sectors and UNL faculty to design and develop real-world systems.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

Experiential Learning: Case/Project-Based Learning

CSCE 493A Interdisciplinary Capstone

Prerequisites: CSCE 311

Notes: Does not apply toward any requirements for the Computer Science or Computer Engineering degree. Required for the Informatics minor.

Description: Innovative team projects executed under the guidance of members of the faculty of the Department of Computer Science and Managing Director of the CSCE Innovation Lab. Work in teams and collaboration with CSE research faculty and sponsors that include private sectors and UNL faculty to design and develop real-world systems to solve interdisciplinary problems.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded

Experiential Learning: Case/Project-Based Learning

CSCE 495 Internship in Computing Practice

Prerequisites: Permission.

Notes: Requires a detailed project proposal and final report.

Description: Experiential learning in conjunction with an approved industrial or government agency under the joint supervision of an outside sponsor and a faculty advisor.

Credit Hours: 1-3

Min credits per semester: 1

Max credits per semester: 3

Max credits per degree: 6

Grading Option: Graded with Option

Experiential Learning: Internship/Co-op

CSCE 498 Computer Problems

Crosslisted with: CSCE 898

Prerequisites: Senior or graduate standing.

Description: Independent project executed under the guidance of a member of the faculty of the School of Computing. Solution and documentation of a computer problem demanding a thorough knowledge of either the numerical or nonnumerical aspects of computer science.

Credit Hours: 1-6

Min credits per semester: 1

Max credits per semester: 6

Max credits per degree: 6

Grading Option: Graded with Option

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

Grading Option: Graded

Prerequisite for: CSCE 235; CSCE 235H; CSCE 311; CSCE 352; MECH 300; MECH 350; SOFT 161; SOFT 161H; SOFT 360

SOFT 160H Software Engineering I

Prerequisites: MATH 103 or equivalent. Credit toward the degree cannot be earned in both SOFT 160 and SOFT 160H.

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

Grading Option: Graded

Offered: FALL

Prerequisite for: CSCE 235; CSCE 235H; CSCE 352; SOFT 161; SOFT 161H

SOFT 161 Software Engineering II

Prerequisites: A grade of C+ or higher in either SOFT 160 or SOFT 160H.

Notes: Letter grade only.

Description: Software engineering techniques and tools for designing, modeling, and building event-driven and multi-layer applications. Topics include advanced data structure, persistent data storage, object-oriented programming, and techniques for testing complex software systems.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded

Prerequisite for: CSCE 310; CSCE 310H; CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; CSCE 453H, RAIK 453H; SOFT 260; SOFT 360

SOFT 161H Honors: Software Engineering II

Prerequisites: A grade of C+ or higher in either SOFT 160 or SOFT 160H.

Credit toward the degree cannot be earned in both SOFT 161 and SOFT 161H.

Description: Software engineering techniques and tools for designing, modeling, and building event-driven and multi-layer applications. Topics include advanced data structure, persistent data storage, object-oriented programming, and techniques for testing complex software systems.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded

Offered: SPRING

Prerequisite for: CSCE 322; CSCE 322H; CSCE 378; CSCE 378H; CSCE 453H, RAIK 453H; SOFT 260

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

Grading Option: Graded

Offered: SUMMER

Prerequisite for: SOFT 260

SOFT 260 Software Engineering III

Prerequisites: A grade of C+ or higher in either SOFT 161, SOFT 161H or SOFT 162; CSCE 235.

Notes: Letter grade only.

Description: Advanced data structures and their associated algorithms for solving computational problems. Techniques for systematically specifying, managing, and analyzing software requirements, and for managing software change and working effectively in teams.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded

Prerequisite for: CSCE 351, ECEN 351; CSCE 360; CSCE 361, CSCE 361H; SOFT 261; SOFT 261H, RAIK 284H; SOFT 360

SOFT 260H Honors: Software Engineering III

Crosslisted with: RAIK 283H

Prerequisites: A grade of C+ or higher in either SOFT 161 or SOFT 161H or SOFT 162 or RAIK 184H or equivalent; CSCE 235. Credit toward the degree can only be earned in one of the following: SOFT 260, SOFT 260H or RAIK 283H.

Description: Advanced data structures and their associated algorithms for solving computational problems. Techniques for systematically specifying, managing, and analyzing software requirements, and for managing software change and working effectively in teams.

Credit Hours: 4

Max credits per semester: 4

Max credits per degree: 4

Grading Option: Graded

Offered: FALL

Prerequisite for: CSCE 351, ECEN 351; CSCE 360; CSCE 361, CSCE 361H; SOFT 261; SOFT 261H, RAIK 284H

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: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL/SPR

Prerequisite for: CSCE 461, CSCE 861, SOFT 461; CSCE 486; CSCE 486H; SOFT 360

ACE: ACE 2 Communication Competence

SOFT 261H Software Engineering IV

Crosslisted with: RAIK 284H

Prerequisites: Good Standing in UNL Honors Program or by invitation; a grade of C+ or higher in SOFT 260, SOFT 260H, or RAIK 283H. Credit toward the degree can only be earned in one of the following: SOFT 261, SOFT 261H or RAIK 284H.

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: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL/SPR

Prerequisite for: CSCE 405H, RAIK 405H; CSCE 461, CSCE 861, SOFT 461; CSCE 486; CSCE 486H; RAIK 401H, BSAD 401H, CSCE 401H, SOFT 401H

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

Grading Option: Graded

SOFT 401H Honors: RAIK Design Studio I

Crosslisted with: RAIK 401H, BSAD 401H, 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; RAIK 284H/SOFT 261H or equivalent.

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

Grading Option: Graded

Offered: FALL

Prerequisite for: RAIK 402H, BSAD 402H, CSCE 402H, SOFT 402H

ACE: ACE 8 Civic/Ethics/Stewardship

Experiential Learning: Case/Project-Based Learning

SOFT 402H Honors: RAIK Design Studio II

Crosslisted with: RAIK 402H, BSAD 402H, 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; BSAD/CSCE/SOFT/RAIK 401H.

Notes: Second 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

Grading Option: Graded

Offered: SPRING

Prerequisite for: RAIK 403H, BSAD 403H, CSCE 403H

ACE: ACE 10 Integrated Product

Experiential Learning: Case/Project-Based Learning

SOFT 403 Software Engineering Capstone I

Prerequisites: CSCE 487 or equivalent.

Notes: Must be taken exactly one semester before SOFT 404.

Description: A substantial software engineering project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering in consultation with private and public sector clients.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: SOFT 404; SOFT 404H

Experiential Learning: Case/Project-Based Learning

SOFT 403H Honors: Software Engineering Capstone I

Prerequisites: CSCE 487 or equivalent. Credit toward the degree cannot be earned in both SOFT 403 and SOFT 403H.

Notes: Must be taken exactly one semester before SOFT 404 or SOFT 404H.

Description: A substantial software engineering project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering in consultation with private and public sector clients.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

Prerequisite for: SOFT 404H

Experiential Learning: Case/Project-Based Learning

SOFT 404 Software Engineering Capstone II

Prerequisites: SOFT 403 (taken exactly one semester previous).

Description: A substantial software engineering project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering in consultation with private and public sector clients.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Experiential Learning: Case/Project-Based Learning

SOFT 404H Honors: Software Engineering Capstone II

Prerequisites: SOFT 403 or SOFT 403H. Credit toward the degree cannot be earned in both SOFT 404 and SOFT 404H.

Notes: Must be taken exactly one semester after SOFT 403 or SOFT 403H.

Description: A substantial software engineering project requiring design, planning and scheduling, teamwork, written and oral communications, and the integration and application of technical and analytical aspects of computer science and software engineering.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: SPRING

Experiential Learning: Case/Project-Based Learning

SOFT 460 Software Engineering for Robotics

Crosslisted with: CSCE 460, CSCE 860

Prerequisites: SOFT 261 or RAIK 284H or CSCE 361

Description: Application of software engineering practices and principles to autonomous robotic systems.

Credit Hours: 3

Max credits per semester: 3

Max credits per degree: 3

Grading Option: Graded

Offered: FALL

SOFT 461 Advanced Topics in Software Engineering**Crosslisted with:** CSCE 461, CSCE 861**Prerequisites:** A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284H.**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**Grading Option:** Graded with Option**SOFT 466 Software Design and Architecture****Crosslisted with:** CSCE 466, CSCE 866**Prerequisites:** A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284H.**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**Grading Option:** Graded**SOFT 467 Testing, Verification and Analysis****Crosslisted with:** CSCE 467, CSCE 867**Prerequisites:** A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284H.**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**Grading Option:** Graded**Course and Laboratory Fee:** \$20**SOFT 468 Requirements Elicitation, Modeling and Analysis****Crosslisted with:** CSCE 468, CSCE 868**Prerequisites:** A grade of "P" or "C" or better in CSCE 361, CSCE 361H, SOFT 261, SOFT 261H or RAIK 284.**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**Grading Option:** Graded**SOFT 469 Secure Software Engineering****Crosslisted with:** CSCE 469, CSCE 869**Prerequisites:** SOFT 261, CSCE 361, RAIK 284H, or graduate standing.**Description:** Introduction to concepts, principles and state-of-the-art methods in creating and maintaining secure software systems.**Credit Hours:** 3**Max credits per semester:** 3**Max credits per degree:** 3**Grading Option:** Graded with Option