## Computer Engineering and Software Systems Program



## Mission and Goals Computer Engineering and Software Systems Program

## Program Mission

The CESS program mission is to provide high quality education in the field of computer engineering and software systems to contribute to the preparation of a distinguished graduate capable of staying up-to-date with the global technological development in the field of computer engineering and software systems, capable of meeting the needs of the local, regional and international market, and able to conduct scientific and applied research. The program's mission is realized through the continuous development of the program.

## Program Goals

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## University Requirements

The student will study (6) General Education Elective Courses (humanities) selected by him from the following list of courses, with a total of (18) credit hours.

| Course Code | Course Title | Credit <br> Hours |
| :---: | :--- | :---: |
| HUM 011 | English Language | 0 |
| HUM 012 | German Language | 3 |
| HUM 013 | Technical Writing and Communication | 3 |
| HUM 014 | Engineering Profession, Practice, and Responsibilities | 3 |
| HUM 111 | Engineering Economy | 3 |
| HUM 112 | Health and Wellness | 3 |
| HUM 211 | Impact of Technology on Society | 3 |
| HUM 212 | Introduction to Marketing | 3 |
| HUM 311 | Engineering Management | 3 |
| HUM 312 | Human Resource Management | 3 |
| HUM 313 | Engineering Law | 3 |

## College Requirements

Basic Science Courses

Student must study the following list of courses as basic science requirements:

| Course Code | Course Title | Credit Hours |
| :--- | :--- | :---: |
| PHM 012 | Calculus for Engineering (1) | 3 |
| PHM 013 | Calculus for Engineering (2) | 3 |
| PHM 014 | Linear Algebra and Analytical Geometry | 3 |
| PHM 022 | Waves, Electricity, and Magnetic Fields | 3 |
| PHM 032 | Engineering Mechanics (1) - Statics | 3 |
| PHM 033 | Engineering Mechanics (2) - Dynamics | 3 |
| PHM 042 | General Chemistry | 3 |
| PHM 113 | Calculus for Engineering (3) | 3 |
| PHM 114 | Statistics and Probability for Engineering | 3 |
| PHM 115 | Differential Equations and Partial Differential Equations | 3 |

## Basic Engineering Courses

Student must study the following list of courses as Basic Engineering requirements:

| Course Code | Course Title | Credit <br> Hours |
| :---: | :--- | :--- |
| CSE 012 | Engineering Computation | 3 |
| MDP 024 | Production Engineering | 3 |
| MDP 061 | Engineering Design and Graphics | 4 |
| MEP 112 | Thermodynamics | 3 |
| MDP 132 | Structures and Properties of Materials | 3 |

## General Specialization Courses for Computer Engineering and Software Systems Program

| Course Code | Course Title |  | Credit <br> Hours |
| :---: | :---: | :---: | :---: |
| CSE 115 | Digital Design |  | 3 |
| CSE 116 | Computer Architecture |  | 3 |
| CSE 125 | Computer Programming (1) |  | 3 |
| CSE 126 | Computer Programming (2) |  | 3 |
| CSE 127 | Data Structures and Algorithms |  | 3 |
| CSE 128 | Software Engineering (1) |  | 3 |
| ECE 141 | Electrical and Electronic Circuits |  | 3 |
| CSE 215 | Electronic Design Automation |  | 3 |
| CSE 221 | Object-Oriented Analysis and Design |  | 3 |
| CSE 222 | Software Engineering (2) |  | 3 |
| CSE 223 | Operating Systems |  | 3 |
| CSE 224 | Design and Analysis of Algorithms |  | 3 |
| CSE 225 | Software Testing, Validation, and Verification |  | 3 |
| CSE 226 | Design of Compilers |  | 3 |
| CSE 227 | Database Systems (1) |  | 3 |
| ECE 255 | Signals and Systems |  | 3 |
| CSE 275 | Control Engineering |  | 3 |
| CSE 316 | Microcontrollers and Interfacing |  | 3 |
| CSE 325 | Agile Software Engineering |  | 3 |
| CSE 326 | Software Formal Specifications |  | 3 |
| CSE 335 | Computer Networks |  | 3 |
| CSE 336 | Distributed Computing |  | 3 |
| CSE 345 | Real-Time and Embedded Systems Design |  | 3 |
| CSE 365 | Computer Vision |  | 3 |
| CSE 415 | High-Performance Computing |  | 3 |
| CSE 425 | Software Design Patterns |  | 3 |
| CSE 426 | Software Maintenance and Evolution |  | 3 |
| CSE 427 | Software Project Management |  | 2 |
| CSE 436 | Computer and Network Security |  | 3 |
| CSE 437 | Mobile Computing |  | 3 |
| CSE 496 | Graduation Project (1) |  | 3 |
| CSE 497 | Graduation Project (2) |  | 3 |
|  |  | Total Credit Hours | 95 |

## Technical Electives for Computer Engineering and Software Systems Program

Technical elective courses are categorized into four fields; the student must select seven courses with a total of (21) credit hours. Three of these seven courses must be from the courses that have course codes in the form 3 xx , while the remaining four courses are from the courses that have course codes in the form 4 xx . The student must select a specific field from these four fields by selecting at least five courses from this field.

| Field | Course <br> Code | Course Title | Credit <br> Hours |
| :--- | :--- | :--- | :---: |
| Multimedia <br> and Computer <br> Graphics | CSE 366 | Pattern Recognition | 3 |
|  | CSE 367 | Digital Image Processing | 3 |
|  | CSE 368 | Computer Graphics | 3 |
|  | CSE 369 | Human-Computer Interaction | Visualization |
|  | CSE 445 | Multimedia Engineering | 3 |
|  | CSE 446 | Computer Animation | 3 |
|  | CSE 460 | Selected Topics in Multimedia and Computer <br> Graphics | 3 |
|  | CSE 485 | Game Design and Development | 3 |


| Field | Course Code | Course Title | Credit Hours |
| :---: | :---: | :---: | :---: |
| Distributed and Mobile Computing | CSE 317 | Parallel and Cluster Computing | 3 |
|  | CSE 334 | Internet Programming | 3 |
|  | CSE 337 | Parallel and Distributed Algorithms | 3 |
|  | CSE 338 | Network Operation and Management | 3 |
|  | CSE 430 | Selected Topics in Distributed and Mobile Computing | 3 |
|  | CSE 438 | Cloud Computing | 3 |
|  | CSE 439 | Wireless Networks | 3 |
|  | CSE 443 | Computer and Network Forensics | 3 |
|  | CSE 447 | Pervasive Computing | 3 |


| Field | Course <br> Code | Course Title | Credit <br> Hours |
| :--- | :--- | :--- | :---: |
| Software <br> Product Lines | CSE 327 | Program Analysis | 3 |
|  | Software Engineering Process Management | 3 |  |
|  | Dependability and Reliability of Software Systems | 3 |  |
|  | Selected Topics in Software Product Lines | 3 |  |
|  | CSE 423 | Software Performance Evaluation | 3 |
|  | CSE 424 | Aspect- and Service-Oriented Software Systems | 3 |
| CSE 428 | Secure Code Development | 3 |  |
|  | CSE 429 | Software Quality Assurance | 3 |


| Field | Course <br> Code | Course Title | Credit <br> Hours |
| :--- | :--- | :--- | :---: |
| Software <br> Applications | CSE 320 | Database Systems (2) | 3 |
|  | Simulation of Engineering Systems | 3 |  |
|  | Data Mining and Business Intelligence | 3 |  |
|  | Artificial Intelligence | 3 |  |
| CSE 440 | Selected Topics in Software Applications | 3 |  |
| CSE 448 | Embedded Operating Systems | 3 |  |
|  | CSE 449 | Bioinformatics | 3 |
| CSE 486 | Ontologies and the Semantic Web | 3 |  |
|  | CSE 487 | E-learning Systems | 3 |

Course Tree of Computer Engineering and Software Systems Program


