Software Design – Specialization (Computing) – Bachelor of Computing (Honours)

SODE-P-BCH (Software Design)
SODE-I-BCH (Software Design with Professional Internship)

Subject: Administered by the School of Computing.

Plan: Consists of 108.0 units as described below.

Program: The Plan, with sufficient electives to total 120.0 units, will lead to a Bachelor of Computing (Honours) Degree.

1. **CORE COURSES (63.0 units)**
   
   A. 6.0 units in CISC 121/3.0 and CISC 124/3.0
   
   B. 6.0 units from (CISC 102/3.0 and MATH 112/3.0) or (CISC 102/3.0 and MATH 111/6.0) or MATH 110/6.0
   
   C. 6.0 units from MATH 121/6.0 or MATH 122/6.0 or MATH 120/6.0 or (MATH 123/3.0 and MATH 124/3.0)
   
   D. 3.0 units in STAT 263/3.0
   
   E. 21.0 units in CISC 203/3.0, CISC 204/3.0, CISC 220/3.0, CISC 221/3.0, CISC 223/3.0, CISC 235/3.0, CISC 260/3.0
   
   F. 6.0 units in CISC 324/3.0 and CISC 365/3.0
   
   G. 3.0 units from CISC 325/3.0 or SOFT 325/3.0
   
   H. 3.0 units from CISC 327/3.0 or SOFT 327/3.0
   
   I. 3.0 units from CISC 423/3.0 or SOFT 423/3.0
   
   J. 6.0 units in CISC 422/3.0, and CISC 497/3.0

2. **OPTION COURSES (45.0 units)**
   
   A. 45.0 units from Option List 2.A.i or 2.A.ii
   
      i. Software Development (45.0 units)
      
         a. 3.0 units from CISC 322/3.0 or CISC 326/3.0
         
         b. 3.0 units from CISC 271/3.0 or CISC 340/3.0
         
         c. 6.0 units in CISC 498/6.0
         
         Applications
         
         d. 3.0 units from SOFT Design at the 400 level
         
         e. 3.0 units from SOFT Design
         
         Complementary Courses
         
         f. 3.0 units from WRIT 125/3.0 or WRIT 175/3.0 or PHIL 154/3.0 or PHIL 259/3.0 or MECH 380/3.0 or PHIL 158/3.0
g.  3.0 units from COMM 200/3.0 or COMM 244/3.0 or COMM 251/3.0 or APSC 221/3.0

h.  3.0 units from the humanities, languages, or social sciences

i.  18.0 units from any discipline other than CISC, SOFT, MATH, STAT

ii. Game Development (45.0 units)
   a. 6.0 units in CISC 226/3.0 and CISC 271/3.0
   b. 3.0 units in CISC 326/3.0

Applications

   c. 6.0 units in CISC 454/3.0 and CISC 486/3.0
   d. 3.0 units in CISC 496/3.0

Complementary Courses

   e. 3.0 units from WRIT 125/3.0 or WRIT 175/3.0 or PHIL 154/3.0 or PHIL 259/3.0 or MECH 380/3.0 or PHIL 158/3.0
   f. 3.0 units from COMM 200/3.0 or COMM 244/3.0 or COMM 251/3.0 or APSC 221/3.0
   g. 3.0 units from the humanities, languages, or social sciences
   h. 18.0 units from any discipline other than CISC, SOFT, MATH, STAT

3. SUPPORTING COURSES (0.0 units)

   (none)

4. ADDITIONAL REQUIREMENTS

   (none)

5. SUBSTITUTIONS

A. Students in the internship version of this Plan will substitute 6.0 units from COMP at the 300 level for requirement 2.A.i.C (CISC 498/6.0) or 3.0 units from COMP at the 300 level for requirement 2.A.ii.D (CISC 496/3.0). In addition, the B.Cmp.(Hons.) Program requirements for students doing the Software Development option will be increased by 3.0 units from COMP at the 300 level, for a total of 123.0 units, if the student is taking a 12-month internship or by 6.0 units from COMP at the 300 level, for a total of 126.0 units, if the student is taking a 16-month internship.

For students doing the Game Development option, the B.Cmp.(Hons.) Program requirements will be increased by 6.0 units from COMP at the 300 level, for a total of 126.0 units, if the student is taking a 12-month internship or by 9.0 units from COMP at the 300 level, for a total of 129.0 units, if the student is taking a 16-month internship.

6. NOTES

A. Those students with no programming experience should review first year course choices based on the Section on Introductory Courses at the start of the chapter on Computing
B. In exceptional circumstances (such as a student who has transferred from another faculty or institution), the distribution requirements in the complementary courses may be relaxed, at the discretion of the Chair of Undergraduate Studies. Alternative complementary courses may be selected in consultation with the School of Computing.

C. ELEC courses are offered by the Faculty of Engineering and Applied Science. Special permission may be required to register. All such courses will count as 3.0 units towards degree requirements in Arts and Science.

D. Requirements 2.A.i.f or 2.A.ii.f may be satisfied by any course with a significant writing component. Alternative courses may be selected in consultation with the School of Computing.

E. The following courses are recommended as electives for students following the Game Development option: CISC 282/3.0 (Fundamentals of Web and Mobile Applications), COCA 201/3.0 (Computing and the Creative Arts) and CISC 320/3.0 (Fundamentals of Software Development).

SOFT_Design

The following list contains courses offered through other Departments. In accordance with Academic Regulation 2.5 (Access to Classes), students do not have enrolment priority in all of these courses. Access to these courses may only be made available during the Open Enrolment period, and then only if space permits.

Software Design Applications Courses

CISC 226/3.0; CISC 271/3.0; CISC 332/3.0; CISC 333/3.0; CISC 340/3.0; CISC 352/3.0; (CISC 425/3.0 or SOFT 425/3.0); (CISC 426/3.0 or SOFT 426/3.0); CISC 432/3.0; CISC 434/3.0; CISC 435/3.0; (CISC 437/3.0 or SOFT 437/3.0); CISC 452/3.0; CISC 453/3.0; CISC 454/3.0; CISC 458/3.0; CISC 486/3.0; ELEC 470/3.0; ELEC 471/3.0; ELEC 476/3.0; ELEC 478/3.0