Ministry of Education

King Saud University (KSU)

Deanship of Graduate Studies



College of Computer and
Information Sciences
Department of Software Engineering

Master of Science in Software Engineering

(Thesis Option / Non-thesis Option)

Academic Year 1441 H / 2020 G

• Program General Structure:

* Thesis Option

• Number of required units is (25) in addition to (6) units for the thesis as follows:

Type of Courses	No. of Courses	No. of Units Required
Core courses	(7)	(19) Study units
Elective courses	(2)	(6) Study units
Thesis	(1)	(6) Study units
Total	(10)	(31) Study units

* Non-thesis Option

• Number of units required is (32) study units including the graduation project as follows:

Type of Courses	No. of Courses	No. of Units Required
Core courses	(7)	(19) Study units
Elective courses	(3)	(9) Study units
Graduation Project	(1)	(4) Study units
Total	(11)	(32) Study units

• Study Plan for the Program:

Thesis Option

o First Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 540	Research Methods in Software Engineering	3 (3+0)	
2	SWE 541	Software Modeling	3 (3+0)	
3	SWE 543	Software Requirements Engineering	3 (3+0)	
		Total	(9) study Units	

Second Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 542	Software Design and Architecture	3 (3+0)	SWE 541
2	SWE 545	Software Testing and Quality	3 (3+0)	SWE 541
3	SWE 546	Software Processes and Management	3 (3+0)	
		Total	(9) study Units	

O Third Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE	Elective course (1)	3 (3+0)	
2	SWE	Elective course (2)	3 (3+0)	
3	SWE 596	Thesis Proposal Preparation	one study unit	(12) study units & SWE 540
		Total	(7) study Units	

o Fourth Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 600	Thesis	(6) study units	SWE 596
		Total	(6) Units	
	1 Otai		(25) study units + (6) stu	dy units for thesis

O List of Elective Courses: the student must choose at least (6) study units from the following

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 544	Distributed Software Systems	3 (3+0)	
2	SWE 547	Formal Software Specification and Verification	3 (3+0)	
3	SWE 549	Software Usability	3 (3+0)	

#	Course Code	Name	No. of Study Units	Pre-requisite
4	SWE 550	Selected Topics in Software Engineering	3 (3+0)	
5	SWE 551	Human-Computer Interaction	3 (3+0)	
6	SWE 552	Real-time and Embedded Systems	3 (3+0)	
7	SWE 553	Enterprise System Architecture	3 (3+0)	
8	SWE 555	Software Maintenance and Evolution	3 (3+0)	
9	SWE 556	Web Engineering	3 (3+0)	
10	SWE 557	Reuse-based Software Engineering	3 (3+0)	
11	SWE 558	Multimedia Software Systems	3 (3+0)	
12	SWE 561	Service-Oriented Computing	3 (3+0)	
13	SWE 562	Mobile Software Systems	3 (3+0)	
14	SWE 563	Dependable Software Systems	3 (3+0)	
15	SWE 564	Software Data Mining	3 (3+0)	
16	SWE 565	Emerging Technologies	3 (3+0)	

❖ Non-Thesis Option

❖ First Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 540	Research Methods in Software	3 (3+0)	
1	3 W E 340	Engineering	3 (3+0)	
2	SWE 541	Software Modeling	3 (3+0)	
3	SWE 543	Software Requirements Engineering	3 (3+0)	
		Total	(9) study Units	

❖ Second Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 542	Software Design and Architecture	3 (3+0)	SWE 541
2	SWE 545	Software Testing and Quality	3 (3+0)	SWE 541
3	SWE 546	Software Processes and Management	3 (3+0)	
		Total	(9) study Units	

O Third Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE	Elective course (1)	3 (3+0)	
2	SWE	Elective course (2)	3 (3+0)	
3	SWE	Elective course (3)	3 (3+0)	
4	SWE 594	Graduation Project Preparation Study (1)	one study unit	(15) study units
		Total	(10) study Units	

o Fourth Level:

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 595	Graduation Project (2)	(4) study units	SWE 594
	Total		(4) Units	
	1 Otal		(32) study	units

(1) Course grading: Pass/Fail; (2) This counts in the GPA

List of Elective Courses: the student must choose at least (9) study units from the following

#	Course Code	Name	No. of Study Units	Pre-requisite
1	SWE 544	Distributed Software Systems	3 (3+0)	
2	SWE 547	Formal Software Specification and Verification	3 (3+0)	
3	SWE 549	Software Usability	3 (3+0)	
4	SWE 550	Selected Topics in Software Engineering	3 (3+0)	
5	SWE 551	Human-Computer Interaction	3 (3+0)	
6	SWE 552	Real-time and Embedded Systems	3 (3+0)	
7	SWE 553	Enterprise System Architecture	3 (3+0)	
8	SWE 555	Software Maintenance and Evolution	3 (3+0)	
9	SWE 556	Web Engineering	3 (3+0)	
10	SWE 557	Reuse-based Software Engineering	3 (3+0)	
11	SWE 558	Multimedia Software Systems	3 (3+0)	
12	SWE 561	Service-Oriented Computing	3 (3+0)	
13	SWE 562	Mobile Software Systems	3 (3+0)	
14	SWE 563	Dependable Software Systems	3 (3+0)	
15	SWE 564	Software Data Mining	3 (3+0)	
16	SWE 565	Emerging Technologies	3 (3+0)	