

SOFTWARE ENGINEERING, MS

Banner Code: VS-MS-SWE

Academic Advising

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 Website: cs.gmu.edu/prospective-students/ms-programs/ms-in-software-engineering/

The MS provides specialized knowledge and experience in developing and modifying large, complex software systems. It emphasizes technical and management aspects of software engineering development. Software engineering is an established discipline based on requirements analysis, design, construction, testing, maintenance, economics, and management issues. A pragmatic approach to problem solving is the hallmark of a software engineer. Software engineers are concerned with the theoretical and practical aspects of technology, cost, and social impact of software systems that are effective and efficient.

Software engineers are in demand in every segment of society affected by computing technology. Potential employers include all software vendors and Internet-based companies, electronic business organizations, businesses that build and sell computers, research and development laboratories, aerospace companies, government contractors, banks, insurance companies, and manufacturing organizations. The master's program is concerned with technical and managerial issues, but primary emphasis is placed on the technical aspects of building and modifying high-quality software systems.

Successful applicants have a broad variety of undergraduate backgrounds, including computer science, science and mathematics, engineering, liberal arts, and business. Many students are working or have worked in the software industry.

The program is revised on a regular basis to stay abreast of the latest developments in information technology (IT). The program introduced a major revision for fall 2005; recent additions include software construction with the object-oriented Java programming language, requirements analysis with use cases and the Unified Modeling Language (UML), object-oriented software design with the UML, graphical user interface design, software engineering for the web, software project management using the spiral life cycle model and the Capability Maturity Model, software architecture, design patterns, system testing and testing of object-oriented components, and formal methods using the Object Constraint Language. All classes are scheduled in the late afternoon and early evening to accommodate employed students.

Admissions & Policies

Admissions

Students entering the MS program must have coursework or equivalent knowledge in the following areas: introductory programming in any language; knowledge of an object-oriented programming language such as Java, C++, or C#; data structures and algorithms; machine organization (such as those given in computer system architecture or assembly language courses); and topics in discrete mathematics, including sets, relations, functions, trees, graphs, and inductive proofs.

The level of knowledge required in these areas is equivalent to that taught in undergraduate courses and may be achieved by taking the following foundation courses from Mason:

| | | |
|---------------|---|----|
| INFS 501 | Discrete and Logical Structures for Information Systems | 3 |
| INFS 515 | Computer Organization Course and Operating Systems | 3 |
| INFS 519 | Program Design and Data Structures | 3 |
| SWE 510 | Object-Oriented Programming in Java | 3 |
| Total Credits | | 12 |

In addition, it is desirable, though not required, that entering students have at least one year of work experience in building or modifying software systems.

Prospective students are asked to complete a department self-evaluation form, indicating whether previously taken courses may satisfy these foundation requirements. On acceptance, students are advised of the necessary foundation courses to be satisfactorily completed to meet this requirement. Foundation courses do not earn credit toward the MS degree; however, they must be successfully completed with a grade of B or better before enrolling in the core curriculum.

Students may test out to indicate they have the requisite knowledge for those foundation courses. The exams are given before classes begin in January and August, and can only be taken once. Registration is not required; students need only be present at the date, time, and location specified and bring some form of photographic identification. Detailed information is available on the department web site. Students failing any one of the exams must take the equivalent course before enrolling in the core curriculum courses.

Application Requirements

In addition to general admission requirements of the university, each applicant to the MS program must hold a four-year (120-credit) baccalaureate degree in an appropriate discipline from an accredited institution and have earned a GPA of 3.00 or better in the last 60 credits of undergraduate study. Other requirements are as follows:

- Provide a resume and a one- to two-page statement of educational and work experience in the computing field that includes a statement of career goals in software engineering.
- Complete the self-evaluation section of the online application. This information is used by the admissions committee to assess an applicant's academic preparation for the MS program. Students with some deficiencies in preparation may be admitted provisionally pending completion of foundation courses required for the program.
- Submit the appropriate application with two letters of recommendation from people directly knowledgeable of the applicant's professional and academic competence.
- The GRE is only required for those who have not earned a Bachelor's degree from a US Institution.
- International students must submit their English Proficiency scores.

Acceptance into the MS program is based on an overall assessment of the applicant's ability to complete the program of study satisfactorily. Well-qualified students with minor deficiencies may be admitted to

the program in provisional status, with specified course work to be completed within a specified time.

Policies

Program Requirements

In addition to the general requirements of the university, the MS in Software Engineering requires a minimum of 30 graduate credits. The coursework is divided into three categories: a breadth requirement of 12 credits of core courses, a depth requirement of 9 credits of emphasis courses, and 9 credits of elective courses.

Advising

The department holds orientation meetings each January and August to advise incoming and continuing students. Members of the faculty are present to answer questions and offer advice concerning programs of study. Detailed information is available on the department web site.

The department also provides an advising function to students, as outlined in the student advising form available from the department. Each student is assigned a faculty advisor with whom to confer on matters related to degree requirements. A plan of study form for the MS degree should be completed and submitted by the student soon after admission; this plan serves as a guide for the student.

Requirements

Degree Requirements

Total credits: 30

Core Courses

| | | |
|---------------|---|----|
| SWE 619 | Object-Oriented Software Specification and Construction | 3 |
| SWE 621 | Software Modeling and Architectural Design | 3 |
| SWE 622 | Distributed Software Engineering | 3 |
| SWE 637 | Software Testing | 3 |
| Total Credits | | 12 |

Emphasis Courses

Students may choose an emphasis by taking three courses from one of the available emphasis areas. With permission from the advisor, a student may choose to not take an emphasis.

Select an emphasis by taking three courses from one of the following areas: 9

| | | |
|---|--|---|
| Software Design | | |
| Secure Software Engineering | | |
| Software Management | | |
| Web Applications Design and Development | | |
| Total Credits | | 9 |

Software Design

| | | |
|---------|--|---|
| SWE 626 | Software Project Laboratory | 3 |
| SWE 632 | User Interface Design and Development | 3 |
| SWE 681 | Secure Software Design and Programming | 3 |
| SWE 721 | Reusable Software Architectures | 3 |

| | | |
|---------|---|---|
| SWE 722 | Service Oriented Architecture | 3 |
| SWE 727 | Quality of Service for Software Architectures | 3 |
| SWE 760 | Software Analysis and Design of Real-Time Systems | 3 |

Secure Software Engineering

| | | |
|---------|---|---|
| ISA 562 | Information Security Theory and Practice | 3 |
| SWE 642 | Software Engineering for the World Wide Web | 3 |
| SWE 681 | Secure Software Design and Programming | 3 |
| SWE 737 | Advanced Software Testing | 3 |
| ISA 673 | Operating Systems Security | 3 |

Software Management

| | | |
|---------|--|---|
| OR 540 | Management Science | 3 |
| SWE 620 | Software Requirements Analysis and Specification | 3 |
| SWE 625 | Software Project Management | 3 |
| SWE 626 | Software Project Laboratory | 3 |
| ISA 650 | Security Policy | 3 |

Web Applications Design and Development

| | | |
|-----------|---|---|
| INFS 614 | Database Management ¹ | 3 |
| or CS 550 | Database Systems | |
| SWE 632 | User Interface Design and Development | 3 |
| SWE 642 | Software Engineering for the World Wide Web | 3 |
| SWE 645 | Component-Based Software Development | 3 |
| SWE 722 | Service Oriented Architecture | 3 |
| SWE 737 | Advanced Software Testing | 3 |

¹ Note: Credit will not be given for both INFS 614 Database Management and CS 550 Database Systems

Electives

Students may select the remaining courses from the list of approved elective courses, including other emphasis areas and courses from other MS programs in the department and the Volgenau School. Students may choose other graduate electives with the consent of their faculty advisor and the graduate coordinator. Students, with the consent of a faculty sponsor and faculty advisor, may also elect courses in individualized study, special topics, or a 6-credit thesis, which is primarily intended for students planning to pursue a PhD in Information Technology with a concentration in Software Engineering.

Select 9 credits from the list of approved elective courses or from the following: 9

| | | |
|---------------|---|---|
| SWE 699 | Special Topics in Software Engineering | |
| SWE 795 | Advanced Topics in Software Engineering | |
| SWE 796 | Directed Readings in Software Engineering | |
| SWE 798 | Research Project | |
| SWE 799 | Thesis | |
| Total Credits | | 9 |

Approved Electives

Below is the list of approved electives organized by academic program. Students should note that a maximum of two 500-level courses are allowed as electives. Courses not on this list may only be taken with explicit signed permission from the MS-SWE advisor.

Information Systems (INFS)

| | | |
|----------|--|-----|
| INFS 612 | Principles and Practices of Communication Networks | 3 |
| INFS 614 | Database Management | 3 |
| INFS 623 | Web Search Engines and Recommender Systems | 3 |
| INFS 640 | Introduction to Electronic Commerce | 3 |
| INFS 697 | Topics in Information Systems | 1-6 |
| INFS 740 | Database Programming for the World Wide Web | 3 |
| INFS 760 | Advanced Database Management | 3 |
| INFS 770 | Knowledge Management for E-Business | 3 |
| INFS 772 | Intelligent Agents and the Semantic Web | 3 |
| INFS 774 | Enterprise Architecture | 3 |
| INFS 797 | Advanced Topics in Information Systems | 1-6 |

Information Security and Assurance (ISA)

| | | |
|---------|--|-----|
| ISA 562 | Information Security Theory and Practice | 3 |
| ISA 564 | Security Laboratory | 3 |
| ISA 650 | Security Policy | 3 |
| ISA 652 | Security Audit and Compliance Testing | 3 |
| ISA 656 | Network Security | 3 |
| ISA 673 | Operating Systems Security | 3 |
| ISA 681 | Secure Software Design | 3 |
| ISA 697 | Topics in Information Security | 1-6 |
| ISA 763 | Security Protocol Analysis | 3 |
| ISA 764 | Security Experimentation | 3 |
| ISA 785 | Research in Digital Forensics | 3 |
| ISA 797 | Advanced Topics in Information Security | 3 |

Software Engineering (SWE)

| | | |
|---------|---|---|
| SWE 620 | Software Requirements Analysis and Specification | 3 |
| SWE 625 | Software Project Management | 3 |
| SWE 626 | Software Project Laboratory | 3 |
| SWE 631 | Software Design Patterns | 3 |
| SWE 632 | User Interface Design and Development | 3 |
| SWE 642 | Software Engineering for the World Wide Web | 3 |
| SWE 645 | Component-Based Software Development | 3 |
| SWE 681 | Secure Software Design and Programming | 3 |
| SWE 699 | Special Topics in Software Engineering | 3 |
| SWE 721 | Reusable Software Architectures | 3 |
| SWE 727 | Quality of Service for Software Architectures | 3 |
| SWE 737 | Advanced Software Testing | 3 |
| SWE 760 | Software Analysis and Design of Real-Time Systems | 3 |

| | | |
|---------|---|-----|
| SWE 763 | Software Engineering Experimentation | 3 |
| SWE 795 | Advanced Topics in Software Engineering | 3 |
| SWE 796 | Directed Readings in Software Engineering | 3 |
| SWE 798 | Research Project | 3 |
| SWE 799 | Thesis | 1-6 |

Computer Science (CS)

| | | |
|--------|--|---|
| CS 531 | Fundamentals of Systems Programming | 3 |
| CS 540 | Language Processors | 3 |
| CS 550 | Database Systems | 3 |
| CS 555 | Computer Communications and Networking | 3 |
| CS 571 | Operating Systems | 3 |
| CS 580 | Introduction to Artificial Intelligence | 3 |
| CS 583 | Analysis of Algorithms | 3 |
| CS 584 | Theory and Applications of Data Mining | 3 |
| CS 611 | Computational Methods for Genomics | 3 |
| CS 630 | Advanced Algorithms | 3 |
| CS 635 | Foundations of Parallel Computation | 3 |
| CS 640 | Advanced Compilers | 3 |
| CS 650 | Advanced Database Management | 3 |
| CS 657 | Mining Massive Datasets with MapReduce | 3 |
| CS 662 | Computer Graphics Game Technologies | 3 |
| CS 672 | Computer System Performance Evaluation | 3 |
| CS 673 | Multimedia Computing and Systems | 3 |
| CS 674 | Data Mining on Multimedia Data | 3 |
| CS 681 | Knowledge Engineering | 3 |
| CS 682 | Computer Vision | 3 |
| CS 683 | Parallel Algorithms | 3 |
| CS 684 | Graph Algorithms | 3 |
| CS 685 | Autonomous Robotics | 3 |
| CS 686 | Image Processing and Applications | 3 |
| CS 687 | Advanced Artificial Intelligence | 3 |
| CS 688 | Pattern Recognition | 3 |
| CS 689 | Planning Motions of Robots and Molecules | 3 |
| CS 700 | Quantitative Methods and Experimental Design in Computer Science | 3 |
| CS 706 | Concurrent Software Systems | 3 |
| CS 752 | Interactive Graphics Software | 3 |
| CS 755 | Advanced Computer Networks | 3 |
| CS 756 | Performance Analysis of Computer Networks | 3 |
| CS 773 | Real-Time Systems Design and Development | 3 |
| CS 777 | Human-Computer Intelligent Interaction | 3 |
| CS 779 | Topics in Resilient and Secure Computer Systems | 3 |
| CS 782 | Machine Learning | 3 |
| CS 787 | Decision Guidance Systems | 3 |

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|--------|-----------------------|---|
| CS 795 | Advanced Topics in CS | 3 |
|--------|-----------------------|---|

Electrical and Computer Engineering (ECE)

| | | |
|---------|---|---|
| ECE 511 | Microprocessors | 3 |
| ECE 521 | Modern Systems Theory | 3 |
| ECE 528 | Introduction to Random Processes in Electrical and Computer Engineering | 3 |
| ECE 535 | Digital Signal Processing | 3 |
| ECE 537 | Introduction to Digital Image Processing (DIP) | 3 |
| ECE 542 | Computer Network Architectures and Protocols | 3 |
| ECE 545 | Digital System Design with VHDL | 3 |
| ECE 548 | Sequential Machine Theory | 3 |
| ECE 584 | Semiconductor Device Fundamentals | 3 |
| ECE 586 | Digital Integrated Circuits | 3 |
| ECE 611 | Advanced Microprocessors | 3 |
| ECE 612 | Real-Time Embedded Systems | 3 |
| ECE 620 | Optimal Control Theory | 3 |
| ECE 621 | Systems Identification | 3 |
| ECE 624 | Control Systems | 3 |
| ECE 630 | Statistical Communication Theory | 3 |
| ECE 633 | Coding Theory | 3 |
| ECE 635 | Adaptive Signal Processing | 3 |
| ECE 641 | Computer System Architecture | 3 |
| ECE 642 | Design and Analysis of Computer Communication Networks | 3 |
| ECE 643 | Network Switching and Routing | 3 |
| ECE 645 | Computer Arithmetic | 3 |
| ECE 646 | Cryptography and Computer Network Security | 3 |
| ECE 650 | Robotics | 3 |
| ECE 680 | Physical VLSI Design | 3 |
| ECE 681 | VLSI Design for ASICs | 3 |
| ECE 732 | Mobile Communication Systems | 3 |
| ECE 741 | Wireless Networks | 3 |
| ECE 746 | Advanced Applied Cryptography | 3 |

Operations Research (OR)

| | | |
|--------|--|---|
| OR 540 | Management Science | 3 |
| OR 541 | Operations Research: Deterministic Models | 3 |
| OR 542 | Operations Research: Stochastic Models | 3 |
| OR 635 | Discrete System Simulation | 3 |
| OR 640 | Global Optimization and Computational Intelligence | 3 |
| OR 641 | Linear Programming | 3 |
| OR 642 | Integer Programming | 3 |
| OR 643 | Network Modeling | 3 |
| OR 644 | Nonlinear Programming | 3 |
| OR 645 | Stochastic Processes | 3 |
| OR 647 | Queuing Theory | 3 |
| OR 681 | Decision and Risk Analysis | 3 |
| OR 690 | Optimization of Supply Chains | 3 |

Psychology (PSYC)

| | | |
|----------|--|---|
| PSYC 734 | Seminar in Human Factors and Applied Cognition | 3 |
|----------|--|---|

Statistics (STAT)

| | | |
|----------|---|---|
| STAT 544 | Applied Probability | 3 |
| STAT 554 | Applied Statistics I | 3 |
| STAT 652 | Statistical Inference | 3 |
| STAT 655 | Analysis of Variance | 3 |
| STAT 656 | Regression Analysis | 3 |
| STAT 662 | Multivariate Statistical Methods | 3 |
| STAT 663 | Statistical Graphics and Data Exploration I | 3 |
| STAT 674 | Survey Sampling II | 3 |

Systems Engineering (SYST)

| | | |
|----------|---|---|
| SYST 542 | Decision Support Systems Engineering | 3 |
| SYST 560 | Introduction to Air Traffic Control | 3 |
| SYST 573 | Decision and Risk Analysis | 3 |
| SYST 611 | System Methodology and Modeling | 3 |
| SYST 620 | Discrete Event Systems | 3 |
| SYST 659 | Topics in Systems Engineering | 3 |
| SYST 660 | Air Transportation Systems Modeling | 3 |
| SYST 671 | Judgment and Choice Processing and Decision Making | 3 |
| SYST 680 | Principles of Command, Control, Communications, Computing, and Intelligence (C4I) | 3 |
| SYST 683 | Modeling, Simulation, and Gaming | 3 |

Accelerated Master's**Applied Computer Science, BS/Software Engineering, Accelerated MS****Overview**

Highly-qualified students in the Applied Computer Science, BS have the option of obtaining an accelerated Software Engineering, MS. See AP.6.7 Bachelor's/Accelerated Master's Degrees.

Students in an accelerated degree program must fulfill all university requirements for the master's degree. For policies governing all graduate degrees, see AP.6 Graduate Policies.

Admission Requirements

Students in the Applied Computer Science, BS program may apply to this option if they have earned 90 undergraduate credits with an overall GPA of at least 3.30. Students must have successfully completed:

| Code | Title | Credits |
|---------------|----------------------------------|---------|
| CS 310 | Data Structures | 3 |
| CS 330 | Formal Methods and Models | 3 |
| CS 367 | Computer Systems and Programming | 4 |
| Total Credits | | 10 |

Accelerated Option Requirements

Students must complete all credits that satisfy requirements for the BS and MS programs, with 6 credits overlap.

Students register for two 500-level computer science core courses (6 credits) in place of the corresponding 400-level computer science courses, as part of the undergraduate degree requirements. Specifically, students must take:

| Code | Title | Credits |
|------------------------------|---|---------|
| CS 583 | Analysis of Algorithms | 3 |
| Select one of the following: | | |
| CS 540 | Language Processors | 3 |
| CS 550 | Database Systems | 3 |
| CS 551 | Computer Graphics | 3 |
| CS 555 | Computer Communications and Networking | 3 |
| CS 571 | Operating Systems | 3 |
| CS 580 | Introduction to Artificial Intelligence | 3 |
| CS 584 | Theory and Applications of Data Mining | 3 |
| Total Credits | | 6 |

Note:

Students complete all Software Engineering, MS core courses and apply the two courses from the above list toward the elective requirements.

Degree Conferral

Students must apply the semester before they expect to complete the BS requirements to have the BS degree conferred. In addition, at the beginning of the student's final undergraduate semester, students must complete a Bachelor's/Accelerated Master's Transition form that is submitted to the Office of the University Registrar and the VSE Graduate Admissions Office. At the completion of MS requirements, a master's degree is conferred.

Computer Science, BS/Software Engineering, Accelerated MS

Overview

Highly-qualified students in the Computer Science, BS have the option of obtaining an accelerated Software Engineering, MS.

For more detailed information, see AP.6.7 Bachelor's/Accelerated Master's Degrees. For policies governing all graduate degrees, see AP.6 Graduate Policies.

Admission Requirements

Students in the Computer Science, BS program may apply to this option if they have earned 90 undergraduate credits with an overall GPA of at least 3.30. Students must have successfully completed CS 310 Data Structures, CS 330 Formal Methods and Models and CS 367 Computer Systems and Programming.

Accelerated Option Requirements

Students must complete all requirements for the BS and MS programs, with 6 credits overlap. Students register for 6 credits of CS 500-level basic courses in place of the corresponding CS 400-level courses required for the undergraduate degree requirements. Specifically,

students must register for two of the following courses in place of the corresponding 400-level courses:

| Code | Title | Credits |
|--------|---|---------|
| CS 540 | Language Processors | 3 |
| CS 550 | Database Systems | 3 |
| CS 551 | Computer Graphics | 3 |
| CS 555 | Computer Communications and Networking | 3 |
| CS 571 | Operating Systems | 3 |
| CS 580 | Introduction to Artificial Intelligence | 3 |
| CS 583 | Analysis of Algorithms | 3 |
| CS 584 | Theory and Applications of Data Mining | 3 |

Note:

Students complete all MS in Software Engineering core courses and apply the two courses from the above list toward the elective requirements.

Degree Conferral

Students must apply the semester before they expect to complete the BS requirements to have the BS degree conferred. In addition, at the beginning of the student's final undergraduate semester, students must complete a Bachelor's/Accelerated Master's Transition form that is submitted to the Office of the University Registrar and the VSE Graduate Admissions Office. At the completion of MS requirements, a master's degree is conferred.

Information Technology, BS/Software Engineering, Accelerated MS

Overview

Highly-qualified students in the Information Technology, BS have the option of obtaining an accelerated Software Engineering, MS.

For more detailed information, see AP.6.7 Bachelor's/Accelerated Master's Degrees. For policies governing all graduate degrees, see AP.6 Graduate Policies.

Admission Requirements

Students in the Information Technology, BS program may apply to this option if they have earned 90 undergraduate credits with an overall GPA of at least 3.30. Criteria for admission are identical to criteria for admission to the Software Engineering, MS Program.

Accelerated Option Requirements

Students must complete all credits that satisfy requirements for the BS and MS programs, with 6 credits overlapping with the following two courses:

| Code | Title | Credits |
|---------|---|---------|
| CS 550 | Database Systems (satisfies IT 414 requirement in the BS program) | 3 |
| SWE 619 | Object-Oriented Software Specification and Construction (satisfies as one DTP concentration course in the BS program) | 3 |

Note:

Students must complete MATH 125 Discrete Mathematics I (Mason Core) as their discrete math requirement and IT 306 Program Design and Data Structures as part of their concentration requirements in the BS program

Degree Conferral

Students must apply the semester before they expect to complete the BS requirements to have the BS degree conferred. In addition, at the beginning of the student's final undergraduate semester, students must complete a Bachelor's/Accelerated Master's Transition form that is submitted to the Office of the University Registrar and the VSE Graduate Admissions Office. At the completion of MS requirements, a master's degree is conferred.