

## Program Viewbook

### Bachelor of Science in Software Design (BScSD)

#### Program Description

##### Program Description:

The Bachelor of Science in Software Design program equips students with the knowledge and skills required to design, develop, and evolve high-quality software systems. Rooted in the discipline of Software Engineering, the program emphasizes the full software development lifecycle—covering requirements analysis, software architecture and design, formal methods, testing, quality assurance, and project management. Alongside these core software engineering practices, students gain proficiency in programming languages, algorithms, databases, operating systems, web and mobile application development, and human–computer interaction (HCI) with a focus on user experience (UX). By integrating theory with hands-on projects and teamwork, the program prepares graduates to engineer scalable, secure, and reliable software solutions that address complex challenges across industries.

Graduates of the BSc in Software Design program will be prepared for careers as software engineers, systems architects, software developers, and quality assurance engineers. They may also specialize as mobile application developers, usability engineers, software testers, UX designers, or software business analysts, and can progress into leadership roles such as project managers or information systems managers to meet the growing global demand for innovative, reliable, and user-centered software solutions across diverse industries.

##### Program Learning Outcomes (PLOs)

- PLO 1: Demonstrate knowledge of relevant theories and principles of computing-related solutions in specialized domains.
- PLO 2: Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
- PLO 3: Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program's discipline.
- PLO 4: Communicate effectively in a variety of professional contexts.
- PLO 5: Recognize professional responsibilities and make informed judgments in computing practice based on legal and ethical principles.
- PLO 6: Function effectively as a member or leader of a team engaged in activities appropriate to the program's discipline.
- PLO 7: Apply computer science theory and software development fundamentals to produce computing-based solutions.
- PLO 8: Assimilate new knowledge and skills into their practice by learning from experiences gained in different contexts of Software Design

## Program Completion Requirements

The Bachelor of Science in Software Design (BScSD) degree shall be awarded to a student who is officially enrolled in the program and has fulfilled the following requirements:

- Successful completion of 128 credit hours.
- Achievement of a minimum cumulative GPA of 2.0 on a 4.0 scale.
- Completion of at least 50% of total program credit hours at CUD.
- Completion of the Internship and Graduation Project while enrolled at CUD.

## Program Structure

<b>University Requirements Courses</b>	<b>27 Cr. Hrs.</b>
<b>Core Courses</b>	<b>64 Cr. Hrs.</b>
<b>Major Courses</b>	<b>37 Cr. Hrs.</b>
<b>Total</b>	<b>128 Cr. Hrs.</b>

## List of Courses

I. University Requirement Courses				
Course Code		Course Title	Prerequisite	Cr. Hrs.
<b>Compulsory Courses</b>				<b>18</b>
LNG	181	English I for Engineering and Computing	None	3
LNG	182	English II for Engineering and Computing	LNG 181	3
GED	190	Emirati Studies	None	3
GED	255	Critical Thinking and Problem Solving	LNG 182 or LNG 172	3
ENT	141	Fundamentals of Innovation and Entrepreneurship 1	None	2
ENT	142	Fundamentals of Innovation and Entrepreneurship 2	ENT 141	1
ENT	241	Entrepreneurship 1	ENT 142	2
ENT	242	Entrepreneurship 2	ENT 241	1
<b>Science Elective Courses (03 Credits):</b> Students are required to select one Course from the following courses				
BIO	102	Biology I	None	3
SHS	103	Chemistry	None	3
SCI	210	Modern Physics	None	3
<b>Humanities Elective Courses (06 Credits):</b> Students are required to select two Courses from the following courses				
GED	103	Head Anatomy Sculpture	None	3
GED	106	Smart Decisions: Data Literacy and Visualization	None	3
GED	110	Modern Art Appreciation	None	3
GED	111	Music Appreciation and Communication	None	3
GED	191	Islamic Studies	None	3
GED	196	Communication Skills in Arabic 1	None	3
GED	205	Psychology in Everyday Life	LNG 182 or LNG 172	3
GED	324	Ethical Reasoning for Today's World	LNG 182 or LNG 172	3
GED	330	Introduction to Canadian Studies	None	3



## II. Core Courses

Course Code	Course Title	Prerequisite	Cr. Hrs.
<b>Compulsory Courses</b>			<b>64</b>
BCS 101	Elements of Computing	None	3
BCS 102	Introduction to Computing Science I	BCS 101	3
MTH 112	Calculus I	None	3
MTH 113	Calculus II	MTH 112	3
MTH 114	Linear Algebra	MTH 112	3
MTH 120	Discrete Mathematics	None	3
MTH 130	Probability and Statistics	MTH 112	3
MTH 203	Discrete Mathematics for Computing Science	BCS 102, MTH 120	3
BCS 201	Logic for Computing Science	MTH 120	3
BCS 202	Introduction to Computing Science II	BCS 102	3
BCS 203	Software Specifications	BCS 201, BCS 202	3
BCS 206	Information Structures	BCS 202, MTH 203	3
BCS 222	Programming Paradigms	BCS 201, BCS 202	3
ENG 210	Computer Architecture	BCS 202 or ENG 101	4
BCS 305	Software Architecture	BCS 203, BCS 206	3
BCS 306	Database Management Systems	BCS 201, BCS 202	3
BCS 309	Algorithms I	BCS 201 or BAI 201, BCS 206	3
BCS 311	Scientific Computing	BCS 102, MTH 114	3
BCS 323	System-Level Programming	BCS 102	3
BCS 401	Ethics for Computing Professionals	None	3
BCS 480	Internship in Computer Science	90 Credit Hours & CGPA $\geq$ 2.0	3

## III. Major Courses

Course Code	Course Title	Prerequisite	Cr. Hrs.
<b>Compulsory Courses</b>			<b>34</b>
BCS 301	Operating Systems	BCS 206, ENG 210 or BAI 201	4
BSD 310	Game Design	BCS 202, BCS 206	3
BSD 311	Human Computer Interaction	BCS 206	3
BSD 312	Software Quality	BCS 203	3
BSD 313	Advanced User Interface Design	BSD 311	3
BCS 407	Artificial Intelligence	SWS 111 or BCS 206, BCS 222	3
BSD 402	Formal Methods	BCS 305	3
BSD 403	Software Requirements	BCS 305	3
BSD 404	Algorithms II	BCS 203, BCS 309	3
BSD 417	Software Design Graduation Project	Completed 90 Credit Hours	6
<b>Elective Courses (03 Credits):</b> Students are required to select one course from the following courses			
SWS 215	Web Development	BCS 306	3
BCS 304	Data Mining	BCS 202, MTH 203, MTH 130, MTH 114	3
BCS 400	Network Operating Systems	BCS 301	3
BCS 402	Computability and Complexity	BCS 203, BCS 309	3
BCS 403	Advanced Database Systems	BCS 206, BCS 306	3
BCS 406	Computer Graphics	BCS 206, MTH 114	3

### Eight Semesters Study Plan

Semester	Course Code		Course Title	Prerequisite	Cr. Hrs.
1	LNG	181	English I for Engineering and Computing	None	3
	BCS	101	Elements of Computing	None	3
	MTH	112	Calculus I	None	3
	ENT	141	Fundamentals of Innovation and Entrepreneurship 1	None	2
	GED	190	Emirati Studies	None	3
	Total				14
2	LNG	182	English II for Engineering and Computing	LNG 181	3
	BCS	102	Introduction to Computing Science I	BCS 101	3
	MTH	113	Calculus II	MTH 112	3
	MTH	120	Discrete Mathematics	None	3
	ENT	142	Fundamentals of Innovation and Entrepreneurship 2	ENT 141	1
	XXX	XXX	Science Elective	None	3
	Total				16
3	MTH	114	Linear Algebra	MTH 112	3
	MTH	130	Probability and Statistics	MTH 112	3
	MTH	203	Discrete Mathematics for Computing Science	BCS 102, MTH 120	3
	BCS	201	Logic for Computing Science	MTH 120	3
	BCS	202	Introduction to Computing Science II	BCS 102	3
	ENT	241	Entrepreneurship 1	ENT 142	2
	Total				17
4	ENG	210	Computer Architecture	BCS 202 or ENG 101	4
	BCS	203	Software Specifications	BCS 201, BCS 202	3
	BCS	206	Information Structures	BCS 202, MTH 203	3
	BCS	222	Programming Paradigms	BCS 201, BCS 202	3
	ENT	242	Entrepreneurship 2	ENT 241	1
	Total				14
5	XXX	XXX	Humanities Elective (1)		3
	BCS	301	Operating Systems	BCS 206, ENG 210 or BAI 201	4
	BCS	311	Scientific Computing	BCS 102, MTH 114	3
	BSD	310	Game Design	BCS 202, BCS 206	3
	BSD	311	Human Computer Interaction	BCS 206	3
	Total				16
6	BCS	305	Software Architecture	BCS 203, BCS 206	3
	BCS	306	Database Management Systems	BCS 201, BCS 202	3
	BCS	309	Algorithms I	BCS 201 or BAI 201, BCS 206	3
	BCS	323	System-Level Programming	BCS 102	3
	BSD	312	Software Quality	BCS 203	3
	BSD	313	Advanced User Interface Design	BSD 311	3
	Total				18
7	GED	255	Critical Thinking and Problem Solving	LNG 182 or LNG 172	3
	BCS	401	Ethics for Computing Professionals	None	3
	BSD	402	Formal Methods	BCS 305	3
	BSD	403	Software Requirements	BCS 305	3
	BSD	417	Software Design Graduation Project	Completed 90 Cr. Hrs.	6
	Total				18
8	BSD	417	Software Design Graduation Project (Cont.)	Completed 90 Cr. Hrs.	--
	XXX	XXX	Humanities Elective (2)		3
	BSD	404	Algorithms II	BCS 203, BCS 309	3
	BCS	407	Artificial Intelligence	SWS 111 or BCS 206, BCS 222	3
	XXX	XXX	Program Major Elective		3
	Total				12
Internship to be taken in summer after completion of 90 Cr. Hrs. and CGPA 2.0 or more.					3
Total Credit Hours					128