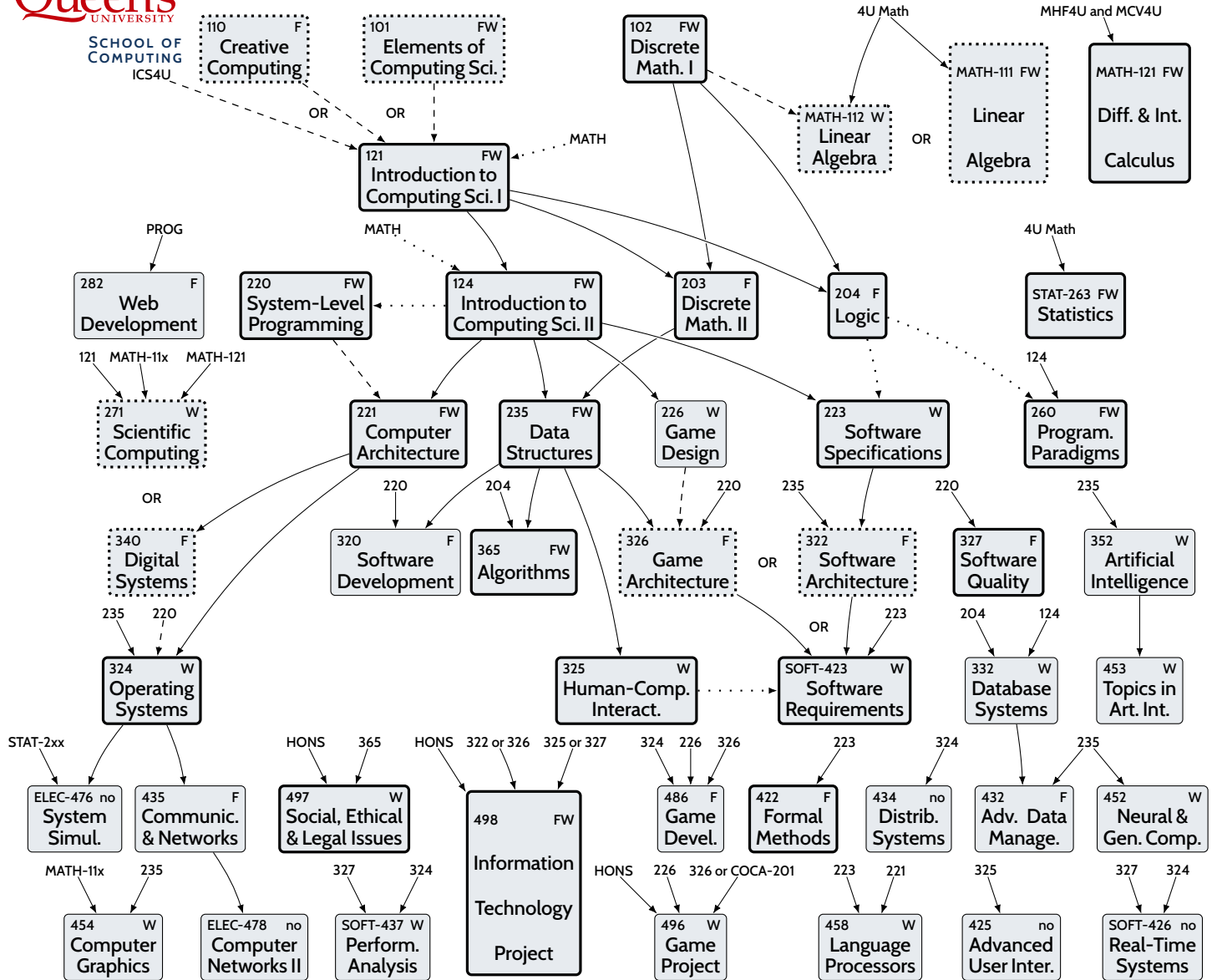




SOFTWARE DEVELOPMENT OPTION

IN SOFTWARE DESIGN (SODE-P-BCH) 2018-19



- All courses are CISC courses unless indicated otherwise. All courses shown are 3.0 units, except for CISC-498/6.0, MATH-111/6.0 and MATH-121/6.0. HONS indicates Level 4 with an overall GPA of 1.90 and a GPA of 2.60 in 30.0 units of CISC.
- A solid arrow \longrightarrow indicates a required prerequisite, a dotted arrow $\cdots \rightarrow$ indicates a corequisite (may be taken before or concurrently), and a dashed arrow $-\ - \rightarrow$ indicates a recommended prerequisite. Indirect prerequisites are not shown.
- Required courses in the Software Development option of the SODE plan are in **bold** boxes; options or prerequisite alternatives are in **dotted** boxes; other courses (i.e., plan options or prerequisites) are in **light** boxes. See a separate chart for the Game Development option. CISC 498 is not required for students registered in a Professional Internship. Click in any course box to see its description.
- Timetabling abbreviations: F=fall, W=winter, FW=fall and/or winter, no=not offered in 2018-19.
- A high-school programming course (or equivalent experience) may be used in lieu of CISC-101 or CISC-110 as a prerequisite to CISC-121. PROG as a prerequisite to CISC-282 or CISC-251 means any programming experience. MATH as a co-requisite to CISC-121 and CISC-124 denotes CISC-102 or any 100-level MATH course. See the calendar for information on Complementary courses. For assistance with this program, consult the counsellor for SODE.