

# Bachelor of Software Engineering (Hons)



## Programme Structure

| Year 1   | Year 2  | Year 3   |
|--|---|--|
| <ul style="list-style-type: none"> <li>• Computer Essentials</li> <li>• Discrete Mathematics</li> <li>• Programming Concept</li> <li>• Visual Programming</li> <li>• Information System</li> <li>• Computer Organisation</li> <li>• Software Engineering Principles</li> <li>• Web Development</li> <li>• Database Concepts and Management System</li> <li>• Operating Systems</li> <li>• Economic Analysis for Decision Making</li> <li>• Data Communication</li> </ul> | <ul style="list-style-type: none"> <li>• Software Quality</li> <li>• Web Application Programming</li> <li>• Information Technology Entrepreneurship</li> <li>• Object Oriented Analysis and Design</li> <li>• Human Computer Interface</li> <li>• System Analysis and Design</li> <li>• Software Project Management</li> <li>• Software Verification and Validation</li> <li>• Data Structure and Algorithms</li> <li>• Computer Security</li> <li>• Project 1</li> </ul> | <ul style="list-style-type: none"> <li>• Secure Software design and Programming</li> <li>• Software Evolution</li> <li>• Formal Methods</li> <li>• Project 2</li> <li>• Industrial Training</li> <li>• Artificial Intelligence</li> <li>• Professional Ethics</li> </ul> <p><b>* Elective modules are:</b></p> <ul style="list-style-type: none"> <li>• Knowledge Based Systems</li> <li>• Digital Image Processing</li> <li>• Management Information Systems</li> <li>• Computer Systems Architecture</li> <li>• Multimedia Technology</li> <li>• Distributed Systems</li> <li>• Agile Development</li> <li>• Real-Time Systems Design</li> </ul> <p>(Students are to choose any TWO (2) of the above EIGHT (8) modules based on the area of interest.)</p> |

## DURATION



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## ENTRY REQUIREMENTS

### Bachelor of Software Engineering (Hons)

R/481/6/0760 (FA0420)  
04/21 - Linton

### 3 Years

Main Intakes  
April  
August  
December

### CAREER PROSPECTS

Careers that involve programming, hardware architecture and construction, network design and engineering, software engineering, software tools and packages and others require the expertise in this field.



1. **Matriculation / Foundation** qualification or its equivalent: Pass with a minimum CGPA of 2.00 and credit in Additional Mathematics at SPM or its equivalent level; OR
2. **STPM / A-Level** or its equivalent: Pass with a minimum Grade C (GP 2.00) in any 2 subjects and credit in Additional Mathematics at SPM or its equivalent level; OR
3. **Diploma in Computer Science OR Software Engineering OR Information Technology OR Information Systems**, or equivalent: Pass with a minimum CGPA of 2.5 and credit in Additional Mathematics at SPM or its equivalent level. Candidates with CGPA below 2.5 but above 2.0 and a credit in Additional Mathematics at SPM or its equivalent level may be admitted subject to a rigorous internal assessment process; OR
4. **Diploma in Science and Technology**: Pass with a minimum CGPA of 2.50 may be admitted, subject to a rigorous internal assessment process and a credit in Additional Mathematics at SPM or Grade C in Additional Mathematics at O-Level or its equivalent level; OR
5. **UEC**: Pass with minimum Grade B in 5 subjects including Additional Mathematics at SPM level or its equivalent level; OR
6. Other equivalent qualifications recognised by the Malaysian Government.

Note: The condition of credit for Additional Mathematics in SPM can be exempted for candidates in category 1, 2, 3, 4 or 5 if the said qualification contains Mathematics subject and the result is equivalent to / higher than the credit requirement of Additional Mathematics subject in SPM.

Candidate with a credit in computing related subject in SPM or STPM or its equivalent may be given preferential consideration.

AND

International Students must pass:

- a) IELTS Band 5; OR
- b) TOEFL with a minimum score of 500; OR
- c) Pass English in Cambridge/Edexcel GCE A Level; OR
- d) MUET minimum Band 3.