

STRUKTUR KURIKULUM/ CURRICULUM STRUCTURE

Nama Program/
Program Name : **Bachelor Kejuruteraan Perisian dengan Kepujian/
Bachelor of Software Engineering with Honours**

Jumlah Kredit Bergraduati/
Total Credit to Graduate : **123 Jam Kredit/ Credit Hours**

Tempoh Pengajian/
Length of Study : **8 Semester/ Semesters (4 Tahun/ Years)**

Matlamat Program : 1. Menghasilkan jurutera perisian yang terlibat dalam penyelidikan atau pembangunan perisian
To produce software engineers who are involved in research or software development.

2. Menghasilkan profesional dalam bidang kejuruteraan perisian yang kompeten dalam penerokaan ilmu seiring dengan keperluan semasa serta memiliki kemahiran pembelajaran sepanjang hayat.
To produce professionals in the field of software engineering who are competent in exploring knowledge inline with current needs and possess skills for life-long learning.

3. Menghasilkan profesional dalam bidang kejuruteraan perisian yang boleh menyumbang ilmu atau kepakaran kepada kesejahteraan masyarakat.
To produce professionals in the field of software engineering who are able to contribute knowledge or expertise towards public well-being.

RINGKASAN HASIL PEMBELAJARAN PROGRAM

| PROGRAM | Hasil Pembelajaran Program | | | | | | | | |
|--------------------------------|--|--|---|--|--|--|--|---|--|
| | Mengaplikasi kemahiran dan prinsip pembelajaran sepanjang hayat. | Berkomunikasi secara berkesan dengan rakan sebaya, pelanggan, pihak atasan dan masyarakat secara umum. | Mempamerkan kemahiran bekerja dalam kumpulan, kepimpinan, interpersonal dan sosial. | Menggunakan teknik yang relevan dan mempamerkan kemahiran analitik dan pemikiran kritis dalam menyelesaikan masalah. | Mempamerkan profesionalisme serta pertimbangan sosial dan beretika | Mengaplikasi perspektif bisnes dan dunia nyata yang meluas dan mempamerkan kemahiran keusahawanan. | Mempamerkan pengetahuan tentang fakta, konsep, prinsip, teori penting berkaitan Kejuruteraan Perisian. | Mengaplikasi prinsip Kejuruteraan Perisian dalam bidang yang relevan. | Mengaplikasi metodologi, model dan teknik yang sesuai dalam menganalisa, merekabentuk, membangun, menguji dan mengimplementasi, menilai, menyenggara dan mendokumentasikan perisian. |
| | CPSE1 | CPSE2 | CPSE3 | CPSE4 | CPSE5 | CPSE6 | CPSE7 | CPSE8 | CPSE9 |
| | PO7 | PO4 | PO5& PO9 | PO3 | PO6 | PO8 | PO1 | PO3 | PO2 |
| Bachelor Kejuruteraan Perisian | 6 | 6 | 16 | 20 | 8 | 2 | 37 | 20 | 25 |

Nota/ Notes : Kr = Jam Kredit/ Credit Hour, K = Kuliah/ Lecture, A = Amali/ Laboratory, T = Tutorial

1. Kursus Universiti/ *University Courses* (15 kredit/ *credits*)

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | PRASYARAT/ PREREQUISITE |
|-------------------------------|--|----|---|---|----------------------------|
| SKP2101* | Kenegaraan Malaysia/ <i>Malaysian Nationhood</i> | 3 | 3 | 0 | Tiada/ None |
| FEM2401** | Politik Malaysia dan Masyarakat | 2 | 2 | 0 | |
| SKP3112* | Falsafah dan Isu Semasa/ <i>Philosophy and Current Issues</i> | 2 | 2 | 0 | Tiada/ None |
| SKP3113** atau/ or | Falsafah dan Isu Semasa Masyarakat Sivil/ <i>Philosophy and Current Issues in Civil Society</i> | 3 | 3 | 0 | Tiada/ None |
| SKP3123** | Penghayatan Etika dan Peradaban di Malaysia/ <i>Internalization of Ethics and Civilization in Malaysia</i> | | | | |
| SKP3122* | Penghayatan Etika dan Peradaban/ <i>Internalization of Ethics and Civilization</i> | 2 | 2 | 0 | Tiada/ None |
| LPM2100** | Bahasa Melayu Komunikasi | 2 | 2 | 0 | Tiada / None |
| PRT2009 | Pertanian dan Kehidupan/ <i>Agriculture and Life</i> | 2 | 1 | 1 | Tiada/ None |
| LPE2301 | Interaksi Dan Pembentangan Akademik / <i>Academic Interaction and Presentation</i> | 3 | 3 | 0 | LPE2401/Muet Band 3&4 |
| LPE2501 | Penulisan Akademik / <i>Academic Writing</i> | 3 | 3 | 0 | LPE2301 |

Nota: * tempatan/local **antarabangsa/international

2. Modul Teras/ *Core Modules* (66 kredit/ *credits*)

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | |
|----------------------------|---|----|---|---|-------------|
| SSK3100 | Pengaturcaraan Komputer I/ <i>Computer Programming I</i> | 4 | 3 | 1 | Tiada/ None |
| SSK3101 | Pengaturcaraan Komputer II/ <i>Computer Programming II</i> | 4 | 3 | 1 | SSK3100 |
| SSK3003 | Struktur Diskret/ <i>Discrete Structures</i> | 3 | 3 | 0 | Tiada/ None |
| SSK3118 | Struktur Data dan Algoritma/ <i>Data Structures and Algorithms</i> | 3 | 3 | 0 | SSK3101 |
| SSK3207 | Organisasi Komputer dan Bahasa Himpunan/ <i>Computer Organization and Assembly Language</i> | 3 | 3 | 0 | SSK3100 |
| SSK3313 | Sistem Pengoperasian/ <i>Operating System</i> | 3 | 2 | 1 | SSK3207 |
| SSK3408 | Pembangunan Aplikasi Pangkalan Data/ <i>Database Application Development</i> | 4 | 3 | 1 | SSK3101 |
| SIM3251 | Statistik bagi Sains Komputer/ <i>Statistics for Computer Science</i> | 3 | 3 | 0 | Tiada/ None |
| SIM4208 | Perdagangan Elektronik/ <i>Electronic Commerce</i> | 3 | 3 | 0 | SSE3150 |
| SKR3200 | Komunikasi dan Rangkaian Komputer/ | 3 | 3 | 0 | Tiada/ None |

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | |
|---|--|----|---|---|----------------------|
| <i>Computer Network and Communication</i> | | | | | |
| SSE3307 | Antara Muka Pengguna dan Pengalaman Pengguna / <i>User Interface and User Experience</i> | 3 | 3 | 0 | SSE3304 atau SSE3001 |
| SSE3301 | Kejuruteraan Keperluan Perisian/ <i>Software Requirements Engineering</i> | 3 | 3 | 0 | SSK3100 |
| SSE3304 | Reka Bentuk Perisian/ <i>Software Design</i> | 3 | 3 | 0 | SSE3301 atau SSE3001 |
| SSE3305 | Pengujian Perisian/ <i>Software Testing</i> | 3 | 3 | 0 | SSE3304 |
| SSE4306 | Kualiti Perisian/ <i>Software Quality</i> | 3 | 3 | 0 | SSE3305 |
| SSE4300 | Pengurusan Projek Perisian/ <i>Software Project Management</i> | 3 | 3 | 0 | SSE3301 atau SSE3001 |
| SSE4301 | Projek Kejuruteraan Perisian Berpasukan/ <i>Software Engineering Team Project</i> | 3 | 2 | 1 | SSE4300 |
| SSE4350 | Seni Bina Perisian/ <i>Software Architecture</i> | 3 | 3 | 0 | SSE3304 |
| SSE4351 | Penyelenggaraan dan Evolusi Perisian/ <i>Software Maintenance And Evolution</i> | 3 | 3 | 0 | SSE3301 |
| SSE4356 | Pembangunan Perisian Selamat/ <i>Secure Software Development</i> | 3 | 3 | 0 | SSK3313 |
| SIM4207 | Etika dalam Pengkomputeran/ <i>Ethics in Computing</i> | 3 | 3 | 0 | SSK3100 |

3. Projek/ Project (6 kredit/ credits)

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | PRASYARAT/ PREREQUISITE |
|----------------------------|---|----|---|---|----------------------------|
| SSE4949 | Projek Bachelo/ <i>Bachelor Project</i> | 6 | 0 | 6 | Tiada/ None |

4. Latihan Industri/ *Industrial Training* (12 kredit/ credits)

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | PRASYARAT/ PREREQUISITE |
|----------------------------|--|----|---|----|----------------------------|
| SSE4901 | Latihan Industri/ <i>Industrial Training</i> | 12 | 0 | 12 | SSE4300 |

5. Elektif Pengkhususan/Bidang / *Specialisation/Field Electives* (12 kredit/ credits)

(Pelajar dikehendaki memilih sekurang-kurangnya empat (4) kursus (berjumlah 12 kredit) daripada senarai di bawah: /

Students are required to choose at least four (4) courses (total of 12 credits) from the list below:)

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | PRASYARAT/ PREREQUISITE |
|----------------------------|---|----|---|---|----------------------------|
| SSE3150 | Pembangunan Aplikasi Web/ <i>Web Application Development</i> | 3 | 2 | 1 | SSK3101 |
| SSE3151 | Pembangunan Aplikasi Bergerak/ <i>Mobile Application Development</i> | 3 | 2 | 1 | SSK3101 |
| SSE4353 | Pembangunan Perisian Berasaskan Komponen/ <i>Component-Based Software Development</i> | 3 | 3 | 0 | SSE3304 |

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | PRASYARAT/ PREREQUISITE |
|----------------------------|--|----|---|---|----------------------------|
| SSE4354 | Pembangunan Sistem Enterpris/ Enterprise Systems Development | 3 | 2 | 1 | SSE3150 |
| SSE4355 | Kejuruteraan Perisian Masa Nyata/ Real-time Software Engineering | 3 | 3 | 0 | SSE3304 |
| SSE4357 | Pembangunan Aplikasi Dalam Pengkomputeran Awan/ Application Development in Cloud Computing | 3 | 3 | 0 | SSK3103 dan SKR3200 |
| SSE4303 | Kaedah Formal dalam Pembangunan Perisian/ Formal Methods In Software Development | 3 | 3 | 0 | SSE3301 atau SSE3001 |
| SSK4205 | Reka Bentuk Pengkompil/ Compiler Design | 3 | 3 | 0 | SSK3118 |
| SSK4401 | Sistem Pangkalan Data/ Database Systems | 3 | 3 | 0 | SSK3118 dan SSK3408 |
| SSK4505 | Keselamatan Sistem Komputer/ Computer System Security | 3 | 3 | 0 | SSK3313 |
| SSK4617 | Agen Komputeran/ Computing Agents | 3 | 3 | 0 | SSK3118 |

6. Modul Bebas/ Free Modules (12 kredit/ credits)

| KOD KURSUS/ COURSE CODE | NAMA KURSUS/ COURSE NAME | Kr | K | A | PRASYARAT/ PREREQUISITE |
|---|-----------------------------|----|---|---|----------------------------|
| Pelajar dikehendaki memilih sekurang-kurangnya 12 kredit daripada mana-mana kursus dengan kebenaran Ketua Jabatan./ Students are required to choose at least 12 credits of any courses with the permission of the Head of Department. | | 12 | | | |

Nota Penting/ Notes :

1. Pelajar diwajibkan memilih **2 kredit** daripada **kursus ko-kurikulum** yang ditawarkan oleh Universiti/ *It is compulsory for students to take 2 credits of co-curriculum courses offered by the University*
2. Pelajar perlu melengkapkan pakej keperluan BahasaInggeris seperti jadual di bawah :
(Butiran lanjut mengenai CEL dan LAX sila rujuk di muka surat 3 buku panduan ini)/ *Students need to complete the English package as in the table below : (For more details on CEL and LAX please refer to page 3 of this book)*

| MUET Band | TOEFL/IELTS Score | CIEP Level | Graduation Requirements for 4-year programmes |
|-----------|------------------------------------|------------|---|
| 1 & 2 | - | 107 | 3 LPE + 3 CEL + 24 LAX points |
| 3 & 4 | TOEFL 500 - 599 IELTS 5.5 - 6.5 | 108 – 109 | 2 LPE + 2 CEL + 24 LAX points |
| 5 & 6 | TOEFL 600 - 677 IELTS 7.0 - 9.0 | - | 2 LPE + 1 CEL + 24 mata LAX atau 1 LPE + 1 CEL + 24 mata LAX (+1 bahasa global) |

SKEMA PENGAJIAN/ STUDY SCHEME
BACELOR KEJURUTERAAN PERISIAN DENGAN KEPUJIAN/
BACHELOR OF SOFTWARE ENGINEERING WITH HONOURS
(MUET Band 1 & 2)

| TAHUN 1/ 1 ST YEAR | | | | | |
|--------------------------------------|--|-----------|--------------------------------------|---|-----------|
| SEMESTER 1/ 1 ST SEMESTER | | | SEMESTER 2/ 2 ND SEMESTER | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSK3100 | Pengaturcaraan Komputer I/ <i>Computer Programming I</i> | 3+1 | SSK3101 | Pengaturcaraan Komputer II/ <i>Computer Programming II</i> | 3+1 |
| SSK3003 | Struktur Diskret/ <i>Discrete Structures</i> | 3+0 | SSK3207 | Organisasi Komputer dan Bahasa Himpunan/ <i>Computer Organization and Assembly Language</i> | 3+0 |
| SKP2101* | Kenegaraan Malaysia/ <i>Malaysian Nationhood</i> | 3+0 | SSE3301 | Kejuruteraan Keperluan Perisian/ <i>Software Requirements Engineering</i> | 3+0 |
| FEM2401** | Politik Malaysia dan Masyarakat | 2+0 | SIM3251 | Statistik bagi Sains Komputer/ <i>Statistics for Computer Science</i> | 3+0 |
| SKP3112* | Falsafah dan Isu Semasa/ <i>Philosophy and Current Issues</i> | 2+0 | | | |
| SKP3113** | Falsafah dan Isu Semasa Masyarakat Sivil/ <i>Philosophy and Current Issues in Civil Society</i> | 3+0 | | | |
| atau/ or SKP3123** | Penghayatan Etika dan Peradaban di Malaysia/ <i>Internalization of Ethics and Civilization in Malaysia</i> | 3+0 | SKP3122* | Penghayatan Etika dan Peradaban/ Internalization of Ethics and Civilization | 2+0 |
| PRT2009 | Pertanian dan Kehidupan/ <i>Agriculture and Life</i> | 1+1 | LPM2100** | Bahasa Melayu Komunikasi | 1# |
| LPE2401 | Pembacaan Bagi Tujuan Akademik / <i>Reading for Academic Purposes</i> | 3+0 | | Ko-kurikulum/ Co-curriculum | 1# |
| | Ko-kurikulum/ Co-curriculum | 1# | CEL2102 | Effective Listening and Speaking | |
| | | | LAX (6 mata/ points) | | |
| | JUMLAH/ TOTAL | 18 | | JUMLAH/ TOTAL | 16 |
| TAHUN 2/ 2 ND YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSK3118 | Struktur Data dan Algoritma/ <i>Data Structures and Algorithms</i> | 3+0 | SSK3313 | Sistem Pengoperasian/ <i>Operating System</i> | 2+1 |
| SSK3408 | Pembangunan Aplikasi Pangkalan Data/ <i>Database Application Development</i> | 3+1 | SSE3305 | Pengujian Perisian/ <i>Software Testing</i> | 3+0 |
| SSE3304 | Reka Bentuk Perisian/ <i>Software Design</i> | 3+0 | SSE3307 | Antara Muka Pengguna dan Pengalaman Pengguna / <i>User Interface and User Experience</i> | 3+0 |
| SKR3200 | Komunikasi dan Rangkaian Komputer/ <i>Computer Network and Communication</i> | 3+0 | SSE4350 | Seni Bina Perisian/ <i>Software Architecture</i> | 3+0 |
| LPE2301 | Interaksi Dan Pembentangan Akademik / <i>Academic Interaction and Presentation</i> | 3+0 | LPE2501 | Penulisan Akademik / <i>Academic Writing</i> | 3+0 |
| | | | | Elektif/ Electives | 3 |
| | JUMLAH/ TOTAL | 16 | | JUMLAH/ TOTAL | 18 |
| TAHUN 3/ 3 RD YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSE4306 | Kualiti Perisian/ <i>Software Quality</i> | 3+0 | SIM4208 | Perdagangan Elektronik/ <i>Electronic Commerce</i> | 3+0 |
| SSE4300 | Pengurusan Projek Perisian/ <i>Software Project Management</i> | 3+0 | SSE4356 | Pembangunan Perisian Selamat/ <i>Secure Software Development</i> | 3+0 |
| SSE4351 | Penyelenggaraan dan Evolusi Perisian/ <i>Software Maintenance And Evolution</i> | 3+0 | SSE4301 | Projek Kejuruteraan Perisian Berpasukan/ <i>Software Engineering Team Project</i> | 2+1 |
| | Elektif/ Electives | 9 | SSE4949A | Projek Bacelor/ <i>Bachelor Project</i> | 0+2 |
| LAX (12 mata/ points) | | | | Elektif/ Electives | 6 |
| | JUMLAH/ TOTAL | 18 | CEL2103 | Writing Academic Texts | |
| | | | | JUMLAH/ TOTAL | 17 |
| TAHUN 4/ 4 TH YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSE4949B | Projek Bacelor/ <i>Bachelor Project</i> | 0+4 | SSE4901 | Latihan Industri/ <i>Industrial Training</i> | 0+12 |
| SIM4207 | Etika dalam Pengkomputeran/ <i>Ethics in Computing</i> | 3+0 | | | |
| | Elektif/ Electives | 6 | | | |
| CEL2105/ CEL2106/ CEL2107 | | | | | |
| LAX (6 mata/ points) | | | | | |
| | JUMLAH/ TOTAL | 13 | | JUMLAH/ TOTAL | 12 |

: Tidak dikira dalam kredit bergraduasi

SKEMA PENGAJIAN/ STUDY SCHEME
BACELOR KEJURUTERAAN PERISIAN DENGAN KEPUJIAN/
BACHELOR OF SOFTWARE ENGINEERING WITH HONOURS
(MUET Band 3 & 4)

| TAHUN 1/ 1 ST YEAR | | | | | |
|--------------------------------------|---|-----------|--------------------------------------|--|-----------|
| SEMESTER 1/ 1 ST SEMESTER | | | SEMESTER 2/ 2 ND SEMESTER | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSK3100 | Pengaturcaraan Komputer I/ <i>Computer Programming I</i> | 3+1 | SSK3101 | Pengaturcaraan Komputer II/ <i>Computer Programming II</i> | 3+1 |
| SSK3003 | Struktur Diskret/ <i>Discrete Structures</i> | 3+0 | SSK3207 | Organisasi Komputer dan Bahasa Himpunan/ <i>Computer Organization and Assembly Language</i> | 3+0 |
| SKP2101* | Kenegaraan Malaysia/ <i>Malaysian Nationhood</i> | 3+0 | SSE3301 | Kejuruteraan Keperluan Perisian/ <i>Software Requirements Engineering</i> | 3+0 |
| FEM2401** | Politik Malaysia dan Masyarakat | 2+0 | SIM3251 | Statistik bagi Sains Komputer/ <i>Statistics for Computer Science</i> | 3+0 |
| SKP3112* | Falsafah dan Isu Semasa/ <i>Philosophy and Current Issues</i> | 2+0 | | | |
| SKP3113** | Falsafah dan Isu Semasa Masyarakat Sivill/ <i>Philosophy and Current Issues in Civil Society</i> | 3+0 | | | |
| atau/ or SKP3123** | Penghayatan Etika dan Peradaban di Malaysia/ <i>Internalization of Ethics and Civilization in Malaysia</i> | 3+0 | SKP3122* | Penghayatan Etika dan Peradaban/ <i>Internalization of Ethics and Civilization</i> | 2+0 |
| PRT2009 | Pertanian dan Kehidupan/ <i>Agriculture and Life</i> | 1+1 | LPM2100** | Bahasa Melayu Komunikasi | |
| | Ko-kurikulum/ Co-curriculum | 1# | LPE2301 | Interaksi Dan Pembentangan Akademik / <i>Academic Interaction and Presentation</i> | 3+0 |
| LAX (6 mata/ points) | | | | Ko-kurikulum/ Co-curriculum | 1# |
| | JUMLAH/ TOTAL | 15 | | JUMLAH/ TOTAL | 19 |
| TAHUN 2/ 2 ND YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSK3118 | Struktur Data dan Algoritma/ <i>Data Structures and Algorithms</i> | 3+0 | SSK3313 | Sistem Pengoperasian/ <i>Operating System</i> | 2+1 |
| SSK3408 | Pembangunan Aplikasi Pangkalan Data/ <i>Database Application Development</i> | 3+1 | SSE3305 | Pengujian Perisian/ <i>Software Testing</i> | 3+0 |
| SSE3304 | Reka Bentuk Perisian/ <i>Software Design</i> | 3+0 | SSE3307 | Antara Muka Pengguna dan Pengalaman Pengguna / <i>User Interface and User Experience</i> | 3+0 |
| SKR3200 | Komunikasi dan Rangkaian Komputer/ <i>Computer Network and Communication</i> | 3+0 | SSE4350 | Seni Bina Perisian/ <i>Software Architecture</i> | 3+0 |
| LPE2501 | Penulisan Akademik / <i>Academic Writing</i> | 3+0 | | Elektif/ Electives | 3 |
| | | | | LAX (6 mata/ points) | |
| | JUMLAH/ TOTAL | 16 | | JUMLAH/ TOTAL | 15 |
| TAHUN 3/ 3 RD YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSE4306 | Kualiti Perisian/ <i>Software Quality</i> | 3+0 | SIM4208 | Perdagangan Elektronik/ <i>Electronic Commerce</i> | 3+0 |
| SSE4300 | Pengurusan Projek Perisian/ <i>Software Project Management</i> | 3+0 | SSE4356 | Pembangunan Perisian Selamat/ <i>Secure Software Development</i> | 3+0 |
| SSE4351 | Penyelenggaraan dan Evolusi Perisian/ <i>Software Maintenance And Evolution</i> | 3+0 | SSE4301 | Projek Kejuruteraan Perisian Berpasukan/ <i>Software Engineering Team Project</i> | |
| | Elektif/ Electives | 9 | SSE4949A | Projek Bachelors/ <i>Bachelor Project</i> | 0+2 |
| CEL2103 | Writing Academic Texts | | | Elektif/ Electives | 6 |
| | | | | CEL2102/ CEL2105/ CEL2106/ CEL2107 | |
| | JUMLAH/ TOTAL | 18 | | JUMLAH/ TOTAL | 17 |
| TAHUN 4/ 4 TH YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSE4949B | Projek Bachelors/ <i>Bachelor Project</i> | 0+4 | SSE4901 | Latihan Industri/ <i>Industrial Training</i> | 0+12 |
| SIM4207 | Etika dalam Pengkomputeran/ <i>Ethics in Computing</i> | 3+0 | | | |
| | Elektif/ Electives | 6 | | | |
| LAX (12 mata/ points) | | | | | |
| | JUMLAH/ TOTAL | 13 | | JUMLAH/ TOTAL | 12 |

: Tidak dikira dalam kredit bergraduasi

SKEMA PENGAJIAN/ STUDY SCHEME
BACHELOR KEJURUTERAAN PERISIAN DENGAN KEPUJIAN/
BACHELOR OF SOFTWARE ENGINEERING WITH HONOURS
(MUET Band 5 & 6)

| TAHUN 1/ 1ST YEAR | | | | | |
|--|---|-----------|--|--|-----------|
| SEMESTER 1/ 1ST SEMESTER | | | SEMESTER 2/ 2ND SEMESTER | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSK3100 | Pengaturcaraan Komputer I/ <i>Computer Programming I</i> | 3+1 | SSK3101 | Pengaturcaraan Komputer II/ <i>Computer Programming II</i> | 3+1 |
| SSK3003 | Struktur Diskret/ <i>Discrete Structures</i> | 3+0 | SSK3207 | Organisasi Komputer dan Bahasa Himpunan/ <i>Computer Organization and Assembly Language</i> | 3+0 |
| SKP2101* | Kenegaraan Malaysia/ <i>Malaysian Nationhood</i> | 3+0 | SSE3301 | Kejuruteraan Keperluan Perisian/ <i>Software Requirements Engineering</i> | 3+0 |
| FEM2401** | Politik Malaysia dan Masyarakat | 2+0 | SIM3251 | Statistik bagi Sains Komputer/ <i>Statistics for Computer Science</i> | 3+0 |
| SKP3112* | Falsafah dan Isu Semasa/ <i>Philosophy and Current Issues</i> | 2+0 | | | |
| SKP3113** | Falsafah dan Isu Semasa Masyarakat Sivil/ <i>Philosophy and Current Issues in Civil Society</i> | 3+0 | | | |
| atau/ or SKP3123** | Penghayatan Etika dan Peradaban di Malaysia/ <i>Internalization of Ethics and Civilization in Malaysia</i> | 3+0 | | | |
| PRT2009 | Pertanian dan Kehidupan/ <i>Agriculture and Life</i> | 1+1 | SKP3122* | Penghayatan Etika dan Peradaban/ Internalization of Ethics and Civilization | 2+0 |
| | | | LPM2100** | Bahasa Melayu Komunikasi | |
| | Ko-kurikulum/ Co-curriculum | 1# | | Ko-kurikulum/ Co-curriculum | 1# |
| | LAX (6 mata/ points) | | CEL2103 | Writing Academic Texts | |
| | JUMLAH/ TOTAL | 15 | | JUMLAH/ TOTAL | 16 |
| TAHUN 2/ 2ND YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSK3118 | Struktur Data dan Algoritma/ <i>Data Structures and Algorithms</i> | 3+0 | SSK3313 | Sistem Pengoperasian/ <i>Operating System</i> | 2+1 |
| SSK3408 | Pembangunan Aplikasi Pangkalan Data/ <i>Database Application Development</i> | 3+1 | SSE3305 | Pengujian Perisian/ <i>Software Testing</i> | 3+0 |
| SSE3304 | Reka Bentuk Perisian/ <i>Software Design</i> | 3+0 | SSE3307 | Antara Muka Pengguna dan Pengalaman Pengguna/ <i>User Interface and User Experience</i> | 3+0 |
| SKR3200 | Komunikasi dan Rangkaian Komputer/ <i>Computer Network and Communication</i> | 3+0 | SSE4350 | Seni Bina Perisian/ <i>Software Architecture</i> | 3+0 |
| LPE2502 | Kemahiran Penulisan Kreatif/ <i>Creative Writing Skills</i> | 3+0 | | Elektif/ Electives | 6 |
| | | | | LAX (6 mata/ points) | |
| | JUMLAH/ TOTAL | 16 | | JUMLAH/ TOTAL | 18 |
| TAHUN 3/ 3RD YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSE4306 | Kualiti Perisian/ <i>Software Quality</i> | 3+0 | SIM4208 | Perdagangan Elektronik/ <i>Electronic Commerce</i> | 3+0 |
| SSE4300 | Pengurusan Projek Perisian/ <i>Software Project Management</i> | 3+0 | SSE4356 | Pembangunan Perisian Selamat/ <i>Secure Software Development</i> | 3+0 |
| SSE4351 | Penyelenggaraan dan Evolusi Perisian/ <i>Software Maintenance And Evolution</i> | 3+0 | SSE4301 | Projek Kejuruteraan Perisian Berpasukan/ <i>Software Engineering Team Project</i> | 2+1 |
| LPE2402/ Bahasa Global | | 3+0 | SSE4949A | Projek Bacelor/ <i>Bachelor Project</i> | 0+2 |
| | Elektif/ Electives | 6 | | Elektif/ Electives | 6 |
| | | | | LAX (6 mata/ points) | |
| | JUMLAH/ TOTAL | 18 | | JUMLAH/ TOTAL | 17 |
| TAHUN 4/ 4TH YEAR | | | | | |
| KOD/CODE | KURSUS/ COURSE | Kr | KOD/CODE | KURSUS/ COURSE | Kr |
| SSE4949B | Projek Bacelor/ <i>Bachelor Project</i> | 0+4 | SSE4901 | Latihan Industri/ <i>Industrial Training</i> | 0+12 |
| SIM4207 | Etika dalam Pengkomputeran/ <i>Ethics in Computing</i> | 3+0 | | | |
| | Elektif/ Electives | 6 | | | |
| | LAX (6 mata/ points) | | | | |
| | JUMLAH/ TOTAL | 13 | | JUMLAH/ TOTAL | 12 |

: Tidak dikira dalam kredit bergraduasi