

COMPUTER ENGINEERING

SEMESTER CURRICULUM

<p>YEAR ONE – FALL SEMESTER</p> <p>EE 1014 Intro to Electrical Engin. (F,S) 4 MATH 2301 Calculus I (F,S) 4 CS 2400 Intro to Computer Science I (F,S) 4 Tier 2CP 2 Tier 2SS <u>2</u> total credit hours 16</p>	<p>YEAR ONE – SPRING SEMESTER</p> <p>EE 1024 Intro to Computer Engin. (F,S) 4 MATH 2302 Calculus II (F,S) 4 CS-2401 Intro to Computer Science II (F,S) 4 ET 1500 Career Orientation 0.5 Tier 1E First Year Composition <u>3</u> total credit hours 15.5</p>
<p>YEAR TWO – FALL SEMESTER</p> <p>EE 2213 Instrumentation Laboratory (F,S) 3 EE 2104 Electric Circuits I (F,S) 4 EE 2324 Analytical Foundations of EE (F,S) 4 CS 3560 Software Engineering Tools (F,S) 3 CHEM 1510 Fundam. of Chemistry I (F,S) <u>4</u> total credit hours 18</p>	<p>YEAR TWO – SPRING SEMESTER</p> <p>PHYS 2051 General Physics I (F,S) 5 EE 2114 Electric Circuits II (F,S) 4 CS 3000 Intro to Discrete Structures (F,S) 4 Science Elective (with Lab) <u>4</u> total credit hours 17</p>
<p>YEAR THREE – FALL SEMESTER</p> <p>EE 3613 Computer Organization (F,S) 3 CS 3610 Data Structures (F,S) 4 EE 3343 Electronics I (F,S) 3 EE 3713 Applied Prob & Stat. for EE (F,S) 3 Tier 1J Junior Composition <u>3</u> total credit hours 16</p>	<p>YEAR THREE – SPRING SEMESTER</p> <p>EE 3954 Microcontrollers (F,S) 4 EE 3753 Computer Networks (S) 3 EE 3513 Digital Signal Processing (F,S) 3 EE 3214 Emag and Materials I (F,S) 4 Tier 2FA <u>2</u> total credit hours 16</p>
<p>YEAR FOUR – FALL SEMESTER</p> <p>EE 4953 EE&CpE CapStone Design I (F) 3 EE 4673 Embedded Systems (F) 3 Tier 2HL 2 Senior Elective #1 3 Tech Elective #1 <u>3</u> total credit hours 14</p>	<p>YEAR FOUR – SPRING SEMESTER</p> <p>EE 4963 EE&CpE CapStone Design II(S) 3 EE 4683 Computer Architecture (S) 3 CS 4420 Operating Systems (F,S) 3 Senior Elective #2 3 Tech Elective #2 <u>2.5</u> total credit hours 14.5</p>

Computer Engineering Minimum Hours for graduation = 127

(Aug-2014)

1. Foundations in Electrical and Computer Engineering – Take 16 Required Courses - 54 hours

- EE 1014: Introduction to Electrical Engineering
- EE 1024: Introduction to Computer Engineering
- EE 2104: Circuits I
- EE 2114: Circuits II
- EE 2213: Instrumentation Laboratory
- EE 3214: Electromagnetics and Materials I
- EE 3343: Electronics I
- EE 3513: Digital Signals and Systems
- EE 3613 Computer Organization
- EE 3753 Intro to Computer Networks
- EE 3954: Microprocessors and Microcontrollers
- EE 4673: Embedded Systems
- EE 4683: Computer Architecture
- EE 4953: EE and CpE Capstone Design I
- EE 4963: EE and CpE Capstone Design II
- CS 4420: Operating Systems (3.0)

2. Senior EE/CS Electives – Choose 2 Courses – (minimum of 6 hours)

- EE 4053: Physical and Power Electronics
- EE 4143: Design of Digital Circuits
- EE 4183: Micro and Nano Fabrication
- EE 4213: Feedback Control Theory
- EE 4313: Optoelectronics and Photonics
- EE 4403: Microwave Theory and Devices
- EE 4523: Intro to Electric Power System Engineering & Analysis
- EE 4713: Communication Engineering
- EE 4853: Electronic Navigation Systems
- EE 4913: Programmable Logic Controllers
- CS 4000: Intro to Distributed, Parallel, & Web-Centric Computing (3.0)
- CS 4040: Design & Analysis of Algorithms (3.0)
- CS 4060: Computation Theory (3.0)
- CS 4100: Intro to Formal Lang.&Compilers (3.0)
- CS 4160: Prblm Solving w/ Bioinf. Tools (3.0)
- CS 4170: Programming for Bioinformatics (3.0)
- CS 4250: Interactive Computer Graphics (3.0)
- CS 4440: Data Communications (3.0)
- CS 4500: Advanced Object Oriented Design & GUI Techniques (3.0)
- CS 4580: Operating Systems II (3.0)
- CS 4620: Database Systems (3.0)
- CS 4750: Internet Engineering (4.0)
- CS 4800: Artificial Intelligence (3.0)

3. Technical Electives – Choose 2 Courses – (min: 6 hours)) (+0.5 ET 1500 Career Orientation).

- Any EE 4XXX,
- Any CS 4XXX,
- Any MATH 4XXX;
- MGT 2000;
- ME 3510 (CAD);
- CE 3400 (Fluid Mech);
- ET 2240 (Dynamics);
- ET 3200 (Thermo);
- ET 1500 (Career)
- ET 2300 (Materials);
- ET 2220 (Strengths)

4. Math&Basic Science (Take 7 Required + 1 Elective) (min: 32 hours; Accreditation Requirement)

- MATH 2301: Calculus I (4.0)
- MATH 2302: Calculus II (4.0)
- CS 3000: Intro to Discrete Structures (4.0)
- CHEM 1510: Fundamentals of Chemistry I (4.0)
- PHYS 2051: Gen. Phys (5.0)
- EE 3713: Applied Probability & Statistics
- EE 2324: Analytical Foundations of EE
- Science Elective with Lab (4.0) [>PHYS 2502 .or. >CHEM 1510 .or. (BIOS 1700 .and. BIOS 1705)]

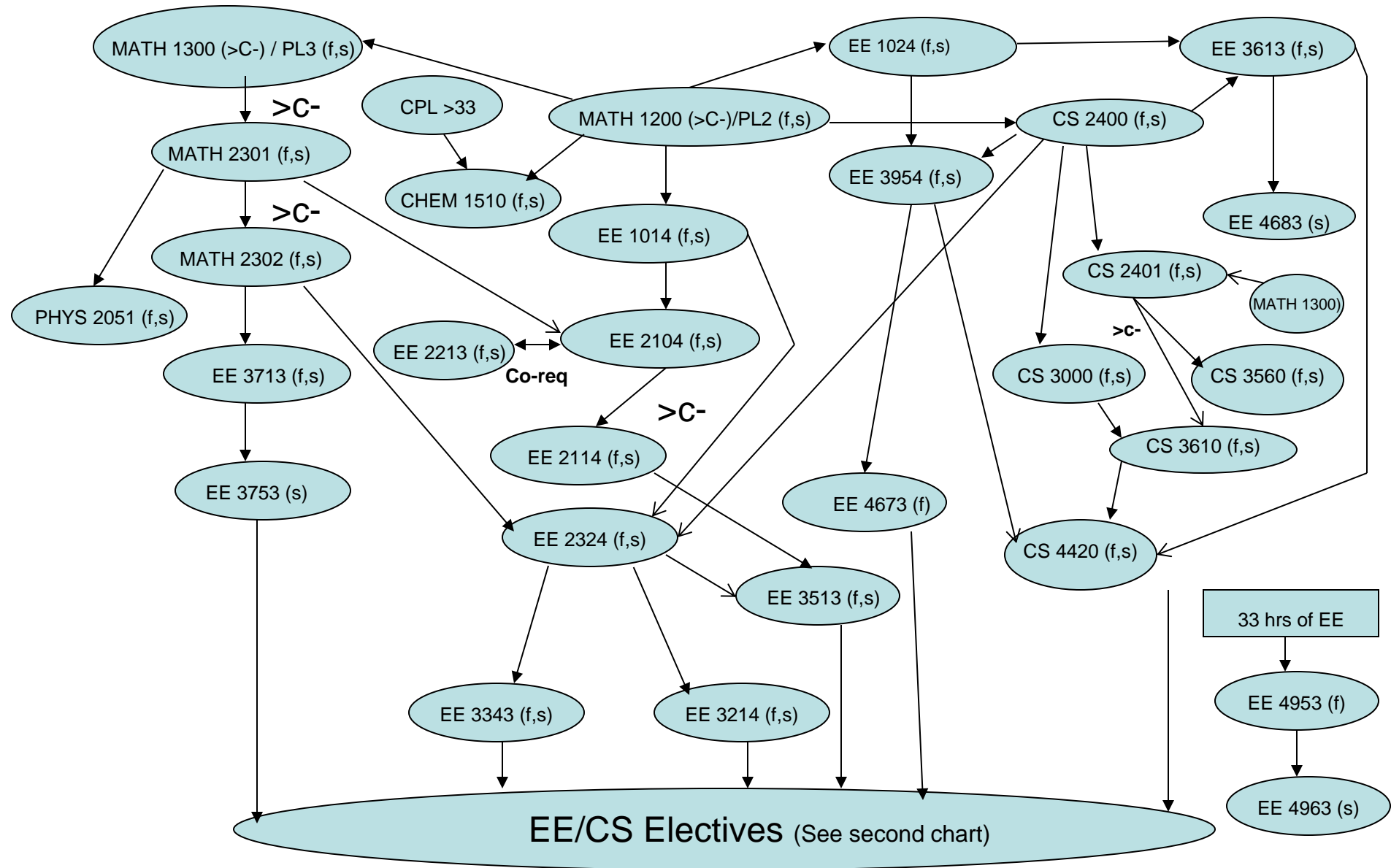
5. Additional Requirements-(15 semester hours General Engineering+14 hours of General Education)

- **Take Four Computer Science Courses for General Engineering (15 hours)**
 - CS 2400: Introduction to Computer Science - I (4.0)
 - CS 2401: Introduction to Computer Science - II (4.0)
 - CS 3560: Software Engineering Tools and Practices (3.0)
 - CS 3610: Data Structures (4.0)
- **Take Six General Education Courses:** (14 hours = 3+3+2+2+2+2) (1E;1J;2CP;2HL;2FA;2SS)

6. IMPORTANT NOTES:

- You cannot use the same course to satisfy two program requirements at the same time (unless in TierIII or in Minors).**
- Failing a Required course 3-times (with F, WF, FS, or with < C in EE 2104, MATH 2301, 2302), forces you out of the program.**
- Cannot retake class to improve a grade, if the class is a prereq to another class that you have already passed.**
- To graduate:** You need three (OU, ENT, Major) GPAs > 2.0 and at least 127 hours of credit.

COMPUTER ENGINEERING (under semesters) (October 2015)



October 2015

EE/CpE SENIOR ELECTIVES (2015 / 2016) (OCTOBER 2015)

