Computer Engineering

Fall 2023 - UCC23-990

Must start at Math Placement Level 6*

Freshman Year						
Fall Semester		Spring Semester		Total Cr.		
ENGR100 - Seminar 1	1	ENGR120 - Programming for Engineers	3			
ENGR110 - Modeling & Simulation	3	MATH212 - Calculus 2	4			
MATH211 - Calculus 1	4	PHYS206 / 126 - Physics 2 & Lab	4			
PHYS205 / 124 - Physics 1 & Lab	4	ENGL114 - WIFYS	3			
UNIV101 - First Year Seminar	3					
	15		14	29		

Sophomore Year				
CMPE220 - Computer Organization	4	CMPE320 - Operating Systems	4	
General Education #1	3	ELEC220 - Linear Circuit Analysis	4	
MATH225 - Discrete Math	4	ENGR200 - Seminar 2	1	
HIST105 - Historical Foundation	3	COST100 - Human Communication	3	
		CMPE240 - Digital Logic Design	4	
	14		16	30

Junior Year				
CMPE322 - Microcontrollers	3	CMPE330 - Adv. Comp. Architectures**	3	
SWEN101 - Introduction to Java***	1	MATH375 - Probability & Statistics	4	
MCAE100 - Engineering Graphics****	3	General Education #2	3	
SWEN300 - Crafting Quality Code	4	ENGR300 - Seminar 3	1	
Math Elective	3	General Education #3	3	
	14		15	29

Senior Year				
ENGR310 - Statistical Process Control	3	CMPE499 - Capstone	2	
CMPE412 - Networks and Computer Security	4	CMPE420 - Digital and Re-configurable**	4	
ELEC300 - Foundations of Electronics	4	ENGR Elective	3	
General Education #4	3	MATH322 - Differential Equations	3	
General Education #5	3	General Education #6	3	
	17		15	32

^{*} Students who do not meet math placement level will start in the "Future Engineers" program until they demonstrate that they are ready to begin a math intensive degree program. Students are advised that the computer engineering program will require four years / eight semesters from the time they start taking Calculus 1.

Even AY: Academic years that have an even fall: 2024-2025, 2026-2027 Odd AY: Academic years that have an odd fall: 2025-2026, 2027-2028

^{**} CMPE420: Every even Spring; CMPE330: Every odd Spring.

^{***} SWEN101: Offered in Summer as online-asynchronous for those with no prior Java background

^{****} MCAE100: Prescribed gen-ed with limited offerings. Any art/creativity gen-ed can replace it.