

Bachelor of Science in Computer Engineering Check Sheet

(128 Hours Required for Graduation)

Eff: For Students
Admitted in Fall 2009

Name _____

Communications: 9 Hours (Must be taken within the first 48 hours.)

English 100/101 _____ (3)

English 102 _____ (3)

Comm 111 _____ (3)

Math & Natural Sciences: 35 Hrs

Math 242 (Calc I) _____ (5)

Math 243 (Calc II) _____ (5)

Math 511 (Lin Alg) _____ (3)

Math 555 (Diff Equat) _____ (3)

Math/CS 321 (Disc M) _____ (3)

Phys 313 (Physics I) _____ (4)

Phys 314 (Physics II) _____ (4)

(Must be taken within 1st 70 hrs.)

Chem 211 (Chem I) _____ (5)

IME 254 _____ (3)

(Engr Prob/Stat I)

General Education: 18 Hours Required

A. Four Core Intro Courses

1. Fine Arts _____

2. Humanities _____

3. Soc/Behav Sci _____

4. 2nd Discipline in _____

Hum or Soc/Behav Sci

B. Further Study in one of

2 disciplines in Hum* or _____

Soc/Behav Sci (Section A)

C. Issues & Perspectives in

division different than _____

Further Study* (Section B)

* Philosophy 385 is required and must be used in any of these categories.

Engineering Courses: 66 Hours

Engineering Core: 13 Hours

AE 223 _____ (3)

EE 282 _____ (4)

IME 255 _____ (3)

ME 398 _____ (3)

Computer Engineering: 37 Hours

CS 194 _____ (4)

CS 211 _____ (4)

EE 284 _____ (3)

CS 238 _____ (3)

CS 300 _____ (3)

EE 383 _____ (3)

CS 394 _____ (3)

EE 492 _____ (3)

CS 540 _____ (3)

EE 585 _____ (2)

CS 594 _____ (4)

EE 595 _____ (2)

Technical Electives: 16 Hours

At least 8 out of the 16 hours must be approved software courses. Up to 2 credit hours of co-op can be used as TEs.

	Sftwr	Course	Hrs
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
Total	_____	_____	_____
At least	8		16

Total

At least 8 _____ 16

Engineer of 2020

Three of following six activities must be completed:

- ___ Undergraduate Research
- ___ Cooperative Education or Internship
- ___ Study Abroad or Global Learning
- ___ Service Learning
- ___ Leadership
- ___ Multidisciplinary Education