

COMPUTER ENGINEERING

Computer Systems & Software Recommended Schedule 2010-2011

Lower Division		Upper Division	
Freshman Year	Fall	Junior Year	Fall
Math 21A - Calculus		EEC 100 - Circuits II	
ECS 30 - Programming & Problem Solving		EEC 140A - Device Physics	
English - UWP 1 or English 3 or Comp Lit 1, 2, 3 or 4 or NAS 5		GE Elective	
EEC 1 – Intro to ECE			Winter
	Winter	EEC 110A - Electronic Circuits	
Math 21B - Calculus		ECS 122A – Algorithm Design	
Chemistry 2A - General Chemistry		EEC 180A - Digital Systems	
ECS 40 - Software Development		CMN 1 - Public Speaking or CMN 3 - Group Communication	
	Spring		Spring
Math 21C - Calculus		EEC 161 – Probability & Statistics	
Physics 9A - Classical Physics		EEC 180B – Digital Systems II	
ECS20 – Discrete Mathematics		UWP 101, 102 or 104	
GE Elective		GE Elective	
Sophomore Year	Fall	Senior Year	Fall
Math 21D - Vector Analysis		ECS 150 - Operating Systems & Sys Prog	
Physics 9B - Classical Physics		EEC 170 - Computer Architecture	
EEC 70 - Assembly Language		EEC 196 – Issues in Eng Design	
GE Elective		EEC 173A – Computer Networks	
	Winter		Winter
Math 22A - Linear Algebra		EEC 172 – Embedded Systems	
Math 22AL – Linear Algebra Lab		ENG 190 – Professional Responsibilities	
Physics 9C - Classical Physics		EEC 181A – Dig Systems Design Project	
ECS 60 – Data Structures		GE Elective	
GE Elective			Spring
	Spring	EEC 171 – Parallel Computer Architecture	
Math 22B - Differential Equations		EEC 173B – Computer Networks Proj	
ENG 17 – Circuits I		EEC 181B – Dig Systems Design Project	
Physics 9D - Modern Physics		Technical Elective	
GE Elective		GE Elective	

Required courses in this column are in **bold**; for others, be sure to check with advisor and catalog to fulfill degree requirements; note - additional units above degree requirements are listed

Total Units for Degree Requirement in Computer Engineering - 180
For assistance with schedule modifications, consult the ECE Staff Advisor