

COMPUTER ENGINEERING

Computer Systems & Software Recommended Schedule 2012-2013

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

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

*course offering changes annually, check with Sisweb for current year

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