Computer Engineering Track  Minimum Hours for graduation = 127  
(March-2019)

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 4404: 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)
   - CS 4201: Software Verification (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:
   a) You cannot use the same course to satisfy two program requirements at the same time (unless in TierIII or in Minors).
   b) 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.
   c) Cannot retake class to improve a grade, if the class is a prereq to another class that you have already passed.
   d) To graduate: You need three (OU, ENT, Major) GPAs > 2.0 and at least 127 hours of credit.