Computer Engineering Track  Minimum Hours for graduation = 127.5 (MAY-2022)

1. Foundations in Electrical and Computer Engineering – Take 16 Required Courses - 54 credit 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 1 Course – (minimum of 3 credit 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
   - EE 4953: EE and CpE Capstone Design I
   - CS 4000: Intro to Distributed, Parallel, & Web-Centric Computing (3.0)
   - CS 4040: 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)

3. Technical Electives – Choose 1 Course – (min: 2 credit 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 1100 (2) (CAD)
   - ET 2300 (Materials);
   - ET 2220 (Strengths)

4. Math&Basic Science (Take 8 Required) (min: 30 credit hours; Accreditation Requirement)
   - MATH 2301: Calculus I (4.0)
   - MATH 2302: Calculus II (4.0)
   - MATH 3300: Calculus III (4.0)
   - CHEM 1510: Fundamentals of Chemistry I (4.0)
   - PHYS 2051/PHYS 2054+2055: Gen. Phys (4.0)
   - EE 3713: Applied Probability & Statistics for EE (3)
   - EE 2324: Analytical Foundations of EE (4)
   - PHYS 2053/CHEM 1520: Contemporary Physics (3)

5. Take 4 Computer Science Courses (15 credit 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)

6. Take 17 credit hours of General Education (BRICKS)
   - ENG 1510 (3) Writing & Rhetoric
   - ET 3800J (3) Advanced Writing
   - Humanities (3)
   - Social/Behavioral Sciences (3)
   - Arts (3)
   - Intercultural Explorations (2)
7. Take 2 Courses:
   - ET 1000/HIST 2905 (3) History of E&T in Society,
   - CS 2653 (3) Professional/Ethical Computing.

8. Important Notes for Graduation:
   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) To graduate: You need three (OU, ENT, Major) GPAs > 2.0 and at least 127.5 hours of credit.