

Semester Schedule for BS in Chemical Engineering - Biological Track - BS7263

Fall	Spring
ChE 1000 - Intro to ChE (1) Chem 1510 - Gen Chem I (4) Math 2301 - Calculus I (4) Tier II ¹ (2) Tier II ¹ (2) Tier II ¹ (2) ET 1500 - ENT Career Orientation (0.5) 15.5 hrs.	Chem 1520 - Gen Chem II (4) Math 2302 - Calculus II (4) ChE 1800 - ChE Problem Solving (2) ET 2300 - Prin of Mat Sci & Eng (3) Eng 1510 or 1610 (3) 16 hrs.
Math 3200 - Linear Algebra (3) Chem 3050 - Organic Chem I (3) Phys 2051 - Physics I (5) ChE 2000 - Mat & En Bal I (3) Tier II ¹ (2) 16 hrs.	Math 3400 - Differential Eqns (3) Chem 3060 - Organic Chem II (3) Bios 1700 or PBIO 1140 - Intro to Zoo. (4) ChE 2010 - Mat & En Bal II ⁵ (3) ET 3200 - Eng Thermo (3) 16 hrs.
ChE 3210 - ChE Phase Equilibria (3) ChE 3400 - ChE Fluid Mechanics (3) ChE 3500 - ChE Heat Transfer (3) Technical Elective ³ (3) Track Elective ⁴ (3) 15 hrs	ChE 3800 - ChE Modeling and Analysis (3) ChE 3600 - ChE Mass Transfer (3) ChE 3700 - ChE Reaction Eng (3) Technical Elective ³ (3) ET 3132 - Circuits (2) 14 hrs
ChE 4000 - Prof and Ethical Issues (1) ChE 4110 - Unit Operations Lab I ⁵ (3) ChE 4200 - ChE Process Control (3) ChE 4300 - ChE Process Design I (3) ChE 4830 Appl Cell. and Mol Biol (3) Track Elective ⁴ (3) 16 hrs	ChE 4120 - Unit Operations Lab II (3) ChE 4310 - ChE Design II ² (3) ChE 4800 - Biochemical Eng (3) Track Elective ⁴ (3) Technical Elective ³ (3) 15 hrs

footnotes

¹ One Tier II course from each of the 2CP, 2FA, 2HL, and 2SS distribution areas is required. The 2AS and 2NS areas are automatically satisfied..

² ChE 4310 is a Tier III Equivalent course

³ The Technical Electives are to be selected from the pre-approved list maintained by the Department of Chemical and Biomolecular Engineering. 6 hours must be in Chemistry and 3 hours must be in Chemical Engineering. One hour must be in an approved lab.

⁴ Track Electives are Technical Electives that are related to the Biological area

⁵ ChE 2010 and 4110 are JE courses and together meet the Tier I - J requirement