# B.S. in Computer Engineering

## (4 Yr Plan of Study)

<table>
<thead>
<tr>
<th>Year</th>
<th>Fall</th>
<th>Spring</th>
<th>J-Term/ Summer</th>
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</table>
| 1    | ENGR150 - Intro to Engineering (1 cr either Fall or Spring semester)  
MATH113 - Calculus I  
CISC130 - Introduction to Programming and Problem Solving  
ENGR230 - Digital Design  
ENGL 121 - Critical Thinking: Literature and Writing | MATH128 - Intro to Discrete Math  
MATH114 - Calculus II  
PHYS111 - Introduction to Classical Physics I  
CISC230 - Object-Oriented Design and Programming | THEO 101 |
| 2    | ENGR330 - Microprocessor Architectures (or CISC 340 Computer Architecture in Spring Semester)  
CISC231 - Data Structures using Object-Oriented Design  
PHYS112 - Introduction to Classical Physics II  
ENGL 201-204 - Texts in Conversation | ENGR331 - Designing with Microprocessors  
ENGR240 - Circuit Analysis  
MATH210 - Introduction to Differential Equations and Systems  
Foreign Language I | PHIL 115 |
| 3    | ENGR431 - Design of Embedded Systems  
ENGR345 - Electronics I  
CISC310 - Operating Systems  
Foreign Language II | Science/Math Elective I (PHYS/CHEM/BIO/MATH/STAT)  
Technical Elective I (ENGR or CISC 2XX, 3XX, 4XX)  
Foreign Language III  
THEO 2XX/3XX | PHIL 214/215 |
| 4    | ENGR480 - Engineering Design Clinic I  
CISC610 - Software Engineering  
THEO 4XX | ENGR481 - Engineering Design Clinic II  
Social Analysis | Fine Arts  
Historical Studies |

The following required courses are offered both Fall and Spring Semesters:
- ENGR 230, ENGR240
- CISC130, CISC230, CISC610
- MATH 113, MATH 114, MATH128, MATH 210,

Updated: 5/1/2015