

COMPUTER ENGINEERING ELECTIVES

Sixteen (16) credit hours must be selected from a single package. Students must take one course from the elective package before stating CEG 498 – Team Projects. Any package variation must be approved by a department advisor.

PACKAGE #1 Hardware

CEG 403	(4) Personal Area Networks
CEG 404	(4) Wireless Sensor Networks
CEG 420	(4) Computer Architecture
CEG 429	(4) Internet Security
CEG 436	(4) Mobile Computing
CEG 434	(4) Concurrent Software Design
CEG 435	(4) Distributed Computing and Systems
CEG 454	(4) VLSI Design
CEG 458	(4) Digital Integrated Circuit Design with PLDs and FPGAs
CEG 459	(4) Integrated Circuit Design Synthesis with VHDL
EE 421	(4) Communication Theory
EE 431/432	(4) Electronic Circuits/Lab
EE 436	(4) Digital Signal Processing
EE 473	(4) Communications Systems Design I
EE 474	(4) Communications Systems Design II
CEG 495	(4) Undergraduate Thesis
CEG 499	(4) Selected Topics and Independent Research(must be approved by advisor)

PACKAGE # 2 Software

CEG 429	(4) Internet Security
CEG 434	(4) Operating Systems II
CEG 435	(4) Distributed Computing and Systems
CEG 460	(4) Introduction to Software Engineering
CEG 461	(4) Object Oriented Programming and Design
CEG 476	(4) Computer Graphics I
CEG 477	(4) Computer Graphics II
CEG 479	(4) Computer Animation
CEG 481	(4) Scientific Visualization & Virtual Environments
CS 405	(4) Introduction to Data Base Management Systems
CS 470	(4) Systems Simulation
CEG 495	(4) Undergraduate Thesis
CEG 499	(4) Selected Topics and Independent Research (must be approved by advisor)

PACKAGE #3 Control

CEG 416	(4) Matrix Computation
CEG 419	(4) Introduction to Fuzzy Logic Control
CEG 456	(4) Introduction to Robotics
EE 413/414	(4) Control Systems I/Lab
EE 415/416	(4) Control Systems II/Lab
EE 417	(4) Digital Control Systems
CEG 495	(4) Undergraduate Thesis
CEG 499	(4) Selected Topics (lecture format only)