

APPROVED COMPUTER SCIENCE ELECTIVES(400 Level) for Spring 2007 Programs

The courses selected must be approved before a student begins taking the first elective course. Up to two CS 340 (1 cr. hr.) programming language workshops may be used to complete the requirement when 3 credit hour courses are selected. Refer to the Tentative Projected Schedule for the proposed schedule.

CEG	402	(4)	Computer Networks
CEG	403	(4)	Personal Area Networks
CEG	404	(4)	Wireless Sensor Networks
CEG	416	(4)	Matrix Computations
CEG	419	(4)	Introduction to Fuzzy Logic Control
CEG	420	(4)	Computer Architecture
CEG	421	(4)	Microcomputer Design Projects
CEG	425	(4)	VHISC Hardware Description Language (VHDL)
CEG	428	(4)	Linear Optical Systems for Computer Engineers
CEG	429	(4)	Internet Security
CEG	434	(4)	Concurrent Software Design
CEG	435	(4)	Distributed Computing and Systems
CEG	436	(4)	Mobile Computing
CEG	453	(4)	Embedded Systems
CEG	454	(4)	VLSI Design
CEG	456	(4)	Introduction to Robotics
CEG	458	(4)	Digital Integrated Circuit Design w/PLDs & FPGAs
CEG	459	(4)	Integrated Circuit Design Synthesis w/VHDL
CEG	461	(4)	Object-Oriented Programming & Design
CEG	463	(4)	Personal Software Development Process
CEG	465	(4)	Interactive Systems Modeling, Analysis, & Design
CEG	468	(4)	Managing the Software Development Process
CEG	476	(4)	Computer Graphics I
CEG	477	(4)	Computer Graphics II
CS	407	(3)	Optimization Techniques
CS	409	(4)	Principles of Artificial Intelligence
CS	410	(4)	Theoretical Foundations of Computing
CS	419	(3)	Cryptography and Data Security
CS	458	(3)	Applied Graph Theory
CS	470	(4)	Systems Simulation
CS	471	(4)	Algorithms for Bioinformatics
CS	475	(4)	Web Information Systems

Special Topics Offerings:

CEG	498	(8)	Design Experience
CEG	499	(4)	Selected Topics, normally section 10 *
CS	499	(4)	Selected Topics, normally section 10 *

*requires advisor approval

Possible Lower Level Electives:

CS 214	Visual Basic Programming	CS 302	SQL/Oracle Databases
CEG 210	PC Networking I	(note: required for BA program)	
CEG 211	PC Networking II	CS 350	Techniques & Tools of Comput
CEG 255	Information Tech. Systems	CS 316	Numerical Methods I
CEG 260	Digital Circuits	CS 317	Numerical Methods II
CEG 360	Digital System Design	(note: required for Computational Science option)	