

Computing Hardware & Emerging Architectures and Devices

FIRST YEAR-FALL	HR	Notes	FIRST YEAR-SPRING	HR	Notes
ENGL 1101	3		ENGL 1102	3	
MATH 1551	2		MATH 1552	4	
MATH 1554	4		Social Science Elective	3	
CS 1301	3		PHYS 2211	4	
CHEM 1310	4		CS 1331	3	
ECE 1100	1				
TOTAL SEMESTER HOURS	17		TOTAL SEMESTER HOURS	17	

SECOND YEAR-FALL	HR	Notes	SECOND YEAR-SPRING	HR	Notes
MATH 2550	2		ECE 2031	2	
PHYS 2212	4		History/Government Elective	3	5
CS 1332	3		MATH 2552	4	
ECE 2020	3		ECE 2035	4	
CS 2050 OR CS 2051	3		CS 2340	3	
APPH 1040 OR 1050	2				
TOTAL SEMESTER HOURS	17		TOTAL SEMESTER HOURS	16	

THIRD YEAR-FALL	HR	Notes	THIRD YEAR-SPRING	HR	Notes
Humanities Elective	3		Economics/Social Science Elective	3	
ECE 2040	3		ECE 3030	3	
Elective Hours	3	1	ECE 3150	4	
Prob & Stat option	3		Humanities Elective	3	
ECE 3058	4		ECE 3005	1	
			CS 3251	3	
TOTAL SEMESTER HOURS	16		TOTAL SEMESTER HOURS	17	

FOURTH YEAR-FALL	HR	Notes	FOURTH YEAR-SPRING	HR	Notes
Senior Design Sequence	1	2	Senior Design Sequence	2	2
CS 3510 or CS 3511	3		Pick 1 of Building Devices	4	
Elective Hours	1		Pick 1 of Devices in the Real World	3	
Pick 1 of Integration, Dev, & Fab	3		Pick 1 of Computer Architecture	3	
Pick 1 of Embedded Systems	3	1	Elective Hours	3	1
Social Science Elective	3				
TOTAL SEMESTER HOURS	14		TOTAL SEMESTER HOURS	15	
Completed Hours:					
Remaining Hours:					
Surplus Non Usable Hours					
Total Hours for Degree	129	129			

CHEA + Devices

	Lec	Lab	Hours
Institute Core Hours+Prob Stat:	x	x	60
Common Core	x	x	27
Total Thread Hours:	x	x	32
Elective Hours (includes Senior Design Sequence)	x	x	10
Total Degree Hours			129

CmpE Common Core

ECE 1100 - ECE Discovery Studio	1	0	1
CS 1331 Introduction to Object-Oriented Programming	3	0	3
CS 1332 Data Structures and Algorithms	3	0	3
CS 2050 or CS 2051 Introduction to Discrete Math for CS	3	0	3
ECE 2020 – Fundamentals of Digital System Design	3	0	3
ECE 2040 - Circuit Analysis	3	0	3
ECE 2031 – Digital Design Laboratory	1	3	2
ECE 2035 - Programming HW/SW Sys	3	3	4
ECE 3005 - Professional Communications	1	0	1
ECE 3058 – Architecture, Concurrency and Energy in Computation	3	3	4
Total	24	9	27

Computing Hardware & Emerging Architectures

ECE 3150 - VLSI & Adv Digital Design	3	3	4
ECE 3030 – Physical Found. of Computer Engineering	3	0	3
Pick 1 of Embedded Systems (*)	3	0	3
Pick 1 of Integration, Devices & Fabrication	3	x	3
Pick 1 of Computer Architecture	3	0	3
Devices			
CS 2340 - Objects and Design	3	0	3
CS 3251 - Computer Networking (*)	3	0	3
CS 3510 or CS 3511 - Design and analysis of algorithms	3	0	3
Pick 1 of Building Devices (*)	3	3	4
Pick 1 of Devices in the Real World	3	0	3
Total (See Notes 3 and 4)	x	x	32

Total Degree Hours:	x	x	129
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(1) Elective hours depend on thread picks and Senior Design Option (see notes 3 and 4)

(2) See degree options for senior design

(3) Thread hours may depend on thread picks

(4) For shared thread courses, select an additional ECE/CS 3000/4000 elective or pick

(5) HIST 2111/2122 or POL 1101 or INTA 1200 or PUBP 3000

(*) ECE4180 is a shared pick (see Note 4)