Computing Hardware & Emerging Architectures and Signal & Information Processing

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 2040	3	
PHYS 2212	4		History/Government Elective	3	6
CS 1332	3		MATH 2552	4	
ECE 2020	3		ECE 2035	4	
ECE 2026	3		ECE 2031	2	
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 3084	3		ECE 3150	4	
CS 2050 OR CS 2051	3		ECE 4270	3	
Prob & Stat option	3		Humanities Elective	3	
ECE 3058	4		ECE 3005	1	
			ECE 3030	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
Pick 1 of SIP Topics	3		ECE 3000/4000 Elective (EE Thread)	3	5
Pick 1 of Embedded Systems	3	1	Pick 1 of Integration, Devices, & Fab	3	
Elective Hours	3		Pick 1 of Computer Architecture	3	
Social Science Elective	3		Elective Hours	3	1
Elective Hours	2	1			
TOTAL SEMESTER HOURS	**15**		**TOTAL SEMESTER HOURS**	**14**	
Completed Hours:					
Remaining Hours:					
Surplus Non Usable Hours					
Total Hours for Degree	**129**	129			

CHEA + SIP			
	Lec	Lab	Hours
Institute Core Hours+Prob Stat:	x	x	60
Common Core	x	x	27
Total Thread Hours:	x	x	31
Elective Hours (includes Senior Design Sequence)	x	x	11
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**
Signal & Information Processing			
ECE2026 - Intro Signal Processing	2	3	3
ECE 3084 Signals and Systems	3	0	3
ECE 4270 - Fundamentals of DSP	3	0	3
Pick 1 of Signal and Information Processing Topics (*)	**3**	**0**	**3**
ECE 3000/4000 Elective (From any EE Thread)	**3**	**0**	**3**
Total (See Notes 3 and 4)	**x**	**x**	**31**

Total Degree Hours:	**x**	**x**	**129**

(1) Elective hours depend on thread picks and Senior Design Option

(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) EE Thread electives must come from an EE thread

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

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