

Computing Hardware & Emerging Architectures and Systems & Architecture							
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	
CHEM1310		4		CS 1331		3	
ECE 1100		1					
<b>TOTAL SEMESTER HOURS</b>		<b>17</b>		<b>TOTAL SEMESTER HOURS</b>		<b>17</b>	
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					
<b>TOTAL SEMESTER HOURS</b>		<b>17</b>		<b>TOTAL SEMESTER HOURS</b>		<b>16</b>	
THIRD YEAR-FALL		HR	Notes	THIRD YEAR-SPRING		HR	Notes
Humanities Elective		3		Economics/Social Science Elective		3	
ECE 2040		3		CS 3210		3	
Social Science Elective		3		ECE 3030		3	
Prob & Stat option		3		ECE 3150		4	
ECE 3058		4		Humanities Elective		3	
				ECE 3005		1	
<b>TOTAL SEMESTER HOURS</b>		<b>16</b>		<b>TOTAL SEMESTER HOURS</b>		<b>17</b>	
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 Adv Sys & Architecture		3	
CS 3220		3		Pick 1 of Systems Software Tools		3	
Pick 1 of Integration, Dev, and Fab		3		Pick 1 of Computer Architecture		3	
Pick 1 of Embedded Systems		3	1	Elective Hours		3	1
Elective Hours		2	1				
<b>TOTAL SEMESTER HOURS</b>		<b>15</b>		<b>TOTAL SEMESTER HOURS</b>		<b>14</b>	
Completed Hours:							
Remaining Hours:							
Surplus Non Usable Hours							
<b>Total Hours for Degree</b>		<b>129</b>	129				

**CHEA + Sys&Arch**

	<b>Lec</b>	<b>Lab</b>	<b>Hours</b>
<b>Institute Core Hours+Prob Stat:</b>	x	x	60
<b>Common Core</b>	x	x	27
<b>Total Thread Hours:</b>	x	x	34
<b>Elective Hours (includes Senior Design Sequence)</b>	x	x	8
<b>Total Degree Hours</b>			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
<b>Total</b>	<b>24</b>	<b>9</b>	<b>27</b>

**Computing Hardware & Emerging Architectures**

ECE 3150 - VLSI & Adv Digital Design	3	3	4
ECE 3030 – Physical Found. of Computer Engineering	3	0	3
<b>Pick 1 of Embedded Systems (*)</b>	<b>3</b>	<b>0</b>	<b>3</b>
<b>Pick 1 of Integration, Devices &amp; Fabrication</b>	<b>3</b>	<b>x</b>	<b>3</b>
<b>Pick 1 of Computer Architecture (*)</b>	<b>3</b>	<b>0</b>	<b>3</b>

**Systems & Architecture**

CS 2340 - Objects and Design	3	0	3
CS 3210 - Design of Operating Systems	3	0	3
CS 3220 - Comp Structures: HW/SW Codesign of a Proc	3	0	3
CS 3510 or CS 3511 - Design and analysis of algorithms	3	0	3
<b>Pick 1 of Advanced Systems &amp; Architecture (*)</b>	<b>3</b>	<b>0</b>	<b>3</b>
<b>Pick 1 of Systems Software Tools</b>	<b>3</b>	<b>0</b>	<b>3</b>
<b>Total (See Notes 3 and 4)</b>	<b>x</b>	<b>x</b>	<b>34</b>

<b>Total Degree Hours:</b>	<b>x</b>	<b>x</b>	<b>129</b>
----------------------------	----------	----------	------------

- (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) HIST 2111/2122 or POL 1101 or INTA 1200 or PUBP 3000
- (\*) CS4220 and ECE4100 are shared picks (see Note 4)