Computer engineers design computer systems, both hardware and software, to create new technologies and meet the ever-changing needs of society. The field of computer engineering covers a wide range of topics including computer architecture, operating systems, communications, computer networks, robotics, artificial intelligence, supercomputers, computer-aided design and neural nets. Whether designing and developing new products or improving manufacturing processes, computer engineers work at the frontier of technology.

### Freshman Year

#### FALL SEMESTER
- EGR 101 - ENGINEERING EXPLORATION I
- EGR 102 - FUNDAMENTALS OF ENGINEERING COMPUTING
- Choose CHE 105 or PHY 231
- PHY 241 - GENERAL UNIVERSITY PHYSICS LABORATORY
- Composition and Communication I
- MA 113 - CALCULUS I

**TOTAL HOURS: 15**

**Total Freshman Hours: 32**

#### SPRING SEMESTER
- EGR 103 - ENGINEERING EXPLORATION II
- UK Core - Comp. & Comm. II
- MA 114 - CALCULUS II
- Choose CHE 105 or PHY 231
- CS 215 - INTRODUCTION TO PROGRAM DESIGN, ABSTRACTION, AND PROBLEM SOLVING

**TOTAL HOURS: 17**

### Sophomore Year

#### FALL SEMESTER
- MA 213 - CALCULUS III
- PHY 232 - GENERAL UNIVERSITY PHYSICS LABORATORY
- CS 216 - INTRODUCTION TO SOFTWARE ENGINEERING TECHNIQUES
- CPE 282 - DIGITAL LOGIC DESIGN

**TOTAL HOURS: 16**

**Total Sophomore Hours: 34**

#### SPRING SEMESTER
- MA 214 - CALCULUS IV
- EE 211 - CIRCUITS I
- CPE 287 - INTRODUCTION TO EMBEDDED SYSTEMS
- CS 270 - SYSTEMS PROGRAMMING
- CS 275 - DISCRETE MATHEMATICS

**TOTAL HOURS: 18**

### Junior Year

#### FALL SEMESTER
- EE 223 - AC CIRCUITS
- CS 315 - ALGORITH DESIGN AND ANALYSIS
- CPE 380 - COMPUTER ORGANIZATION
- STA 381 - ENGINEERING STATISTICS: A CONCEPTUAL APPROACH
- Intellectual Inquiry in the Humanities

#### SPRING SEMESTER
- EE 421G - SIGNALS AND SYSTEMS
- EE 461G - INTRODUCTION TO ELECTRONICS
- CPE 480 - ADVANCED COMPUTER ARCHITECTURE
- CPE Elective
- Technical Elective
- Intellectual Inquiry in the Social Sciences

**Total Junior Hours: 36**
**TOTAL HOURS: 16**
Total Junior Hours: 34

**TOTAL HOURS: 18**

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**Senior Year**

**FALL SEMESTER**
- CPE 490 - ECE CAPSTONE DESIGN I - 3
- CPE Elective - 3
- Technical Elective - 3
- Supportive Elective - 3
- Community, Culture and Citizenship in the USA - 3

**TOTAL HOURS: 15**
Total Senior Hours: 30

**SPRING SEMESTER**
- CPE 491 - ECE CAPSTONE DESIGN II - 3
- Hardware Elective - 3
- Software Elective - 3
- CPE Elective - 3
- Global Dynamics - 3

**TOTAL HOURS: 15**

**Total Minimum hours Required for Degree: 130 hours**

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