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 - 1
- EGR 102 - FUNDAMENTALS OF ENGINEERING COMPUTING - 2
- Choose CHE 105 or PHY 231 - 4
- PHY 241 - GENERAL UNIVERSITY PHYSICS LABORATORY - 1
- UK Core - Comp. & Comm. I - 3
- MA 113 - CALCULUS I - 4

**SPRING SEMESTER**
- EGR 103 - ENGINEERING EXPLORATION II - 2
- UK Core - Comp. & Comm. II - 3
- MA 114 - CALCULUS II - 4
- Choose CHE 105 or PHY 231 - 4
- CS 215 - INTRODUCTION TO PROGRAM DESIGN, ABSTRACTION, AND PROBLEM SOLVING - 4

**TOTAL HOURS: 17**

Total Freshman Hours: 32

Sophomore Year

**FALL SEMESTER**
- MA 213 - CALCULUS III - 4
- PHY 232 - GENERAL UNIVERSITY PHYSICS - 4
- PHY 242 - GENERAL UNIVERSITY PHYSICS LABORATORY - 1
- CS 216 - INTRODUCTION TO SOFTWARE ENGINEERING TECHNIQUES - 3
- CPE 282 - DIGITAL LOGIC DESIGN - 4

**SPRING SEMESTER**
- MA 214 - CALCULUS IV - 3
- EE 211 - CIRCUITS I - 4
- CPE 287 - INTRODUCTION TO EMBEDDED SYSTEMS - 4
- CS 270 - SYSTEMS PROGRAMMING - 3
- CS 275 - DISCRETE MATHEMATICS - 4

**TOTAL HOURS: 18**

Total Sophomore Hours: 34

Junior Year

**FALL SEMESTER**
- EE 223 - AC CIRCUITS - 4
- CS 315 - ALGORITHM DESIGN AND ANALYSIS - 3
- CPE 380 - COMPUTER ORGANIZATION - 3
- STA 381 - ENGINEERING STATISTICS-A CONCEPTUAL APPROACH - 3
- UK Core - Humanities - 3

**SPRING SEMESTER**
- EE 421G - SIGNALS AND SYSTEMS - 3
- EE 461G - INTRODUCTION TO ELECTRONICS - 3
- CPE 480 - ADVANCED COMPUTER ARCHITECTURE - 3
- CPE Elective - 3
- Technical Elective - 3
- UK Core - Social Sciences - 3
<table>
<thead>
<tr>
<th>Fall Semester</th>
<th>Spring Semester</th>
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<tbody>
<tr>
<td>CPE 490 - ECE CAPSTONE DESIGN I - 3</td>
<td>CPE 491 - ECE CAPSTONE DESIGN II - 3</td>
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<tr>
<td>CPE Elective - 3</td>
<td>Hardware Elective - 3</td>
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<tr>
<td>Technical Elective - 3</td>
<td>Software Elective - 3</td>
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<tr>
<td>Supportive Elective - 3</td>
<td>CPE Elective - 3</td>
</tr>
<tr>
<td>UK Core - Community, Culture and Citizen - 3</td>
<td>UK Core - Global Dynamics - 3</td>
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</tbody>
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**Total Hours: 15**

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

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