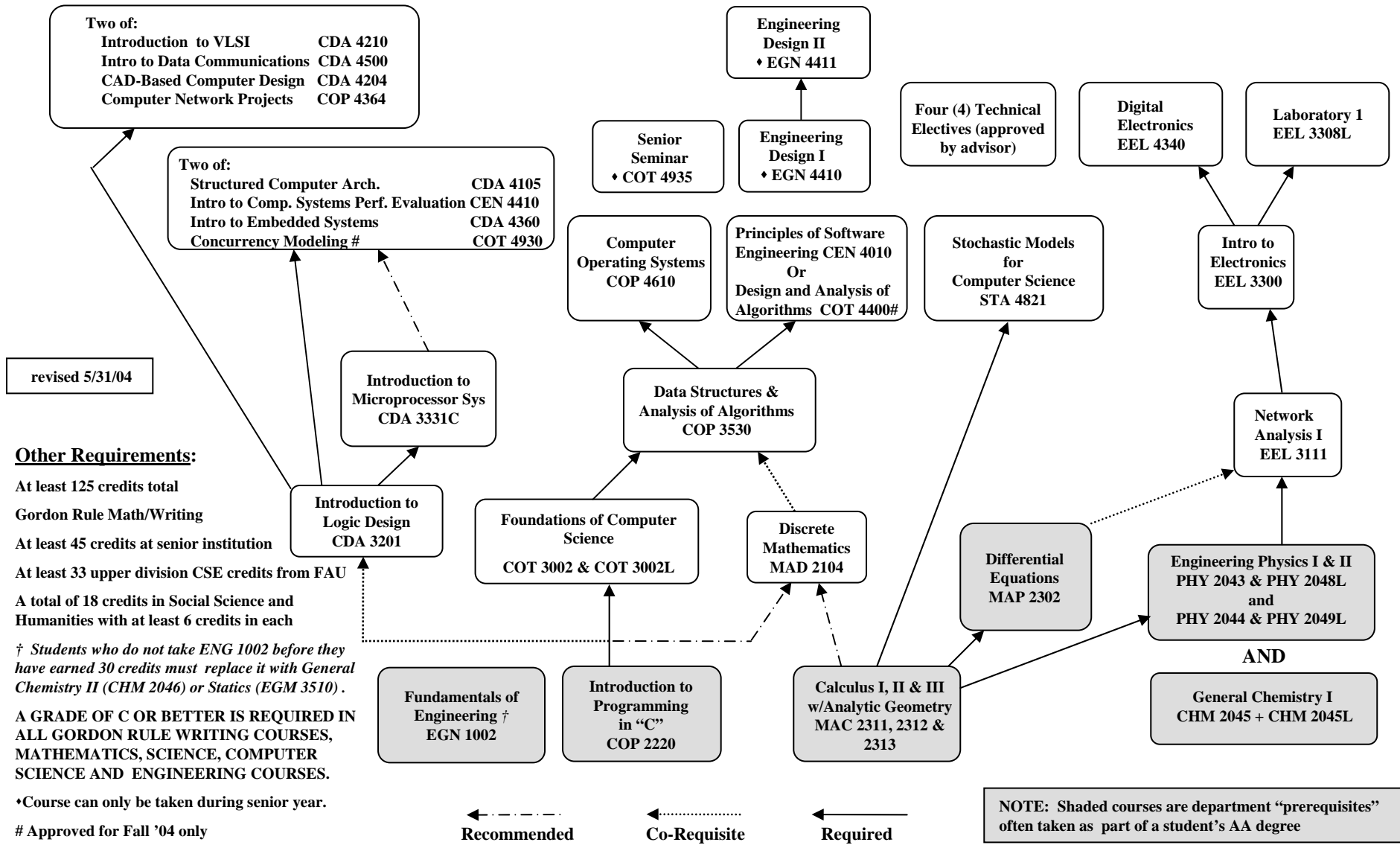


FLORIDA ATLANTIC UNIVERSITY

Bachelor of Science in Computer Engineering Curriculum 2004-2005



Two of:
 Introduction to VLSI CDA 4210
 Intro to Data Communications CDA 4500
 CAD-Based Computer Design CDA 4204
 Computer Network Projects COP 4364

Two of:
 Structured Computer Arch. CDA 4105
 Intro to Comp. Systems Perf. Evaluation CEN 4410
 Intro to Embedded Systems CDA 4360
 Concurrency Modeling # COT 4930

Engineering Design II
 ♦ EGN 4411

Senior Seminar
 ♦ COT 4935

Engineering Design I
 ♦ EGN 4410

Four (4) Technical Electives (approved by advisor)

Digital Electronics
 EEL 4340

Laboratory 1
 EEL 3308L

Computer Operating Systems
 COP 4610

Principles of Software Engineering CEN 4010
 Or
 Design and Analysis of Algorithms COT 4400#

Stochastic Models for Computer Science
 STA 4821

Intro to Electronics
 EEL 3300

Introduction to Microprocessor Sys
 CDA 3331C

Data Structures & Analysis of Algorithms
 COP 3530

Network Analysis I
 EEL 3111

revised 5/31/04

Other Requirements:

- At least 125 credits total
- Gordon Rule Math/Writing
- At least 45 credits at senior institution
- At least 33 upper division CSE credits from FAU
- A total of 18 credits in Social Science and Humanities with at least 6 credits in each
- † Students who do not take ENG 1002 before they have earned 30 credits must replace it with General Chemistry II (CHM 2046) or Statics (EGM 3510).

Introduction to Logic Design
 CDA 3201

Foundations of Computer Science
 COT 3002 & COT 3002L

Discrete Mathematics
 MAD 2104

Differential Equations
 MAP 2302

Engineering Physics I & II
 PHY 2043 & PHY 2048L
 and
 PHY 2044 & PHY 2049L

Fundamentals of Engineering †
 EGN 1002

Introduction to Programming in "C"
 COP 2220

Calculus I, II & III w/Analytic Geometry
 MAC 2311, 2312 & 2313

AND
 General Chemistry I
 CHM 2045 + CHM 2045L

A GRADE OF C OR BETTER IS REQUIRED IN ALL GORDON RULE WRITING COURSES, MATHEMATICS, SCIENCE, COMPUTER SCIENCE AND ENGINEERING COURSES.

♦Course can only be taken during senior year.

Approved for Fall '04 only