

Computer Engineering Technical Electives

Group 1*

Course #	Course Name	Cr	Pre- and Co-requisites
ECE 30300	Engineering Software Design	3	P: ECE 22900
ECE 42800	Modern Communication Systems	3	P: ECE 30100, ECE 30200
ECE 43600	Digital Signal Processing	3	P: ECE 30100
ECE 44901	Machine Learning	3	P: ECE 30200 Programming skills in Python or Matlab
ECE 47800	Robotics and Automation	3	P: ECE 36200, PHYS 15200, MA 36300
ECE 54700	Intro to Computer Communication Networks	3	P: ECE 30200
ECE 56700	FPGA Designs for Signal Processing Applications	3	P: ECE 35800, ECE 30100
CS 32100	Computer Graphics	3	P: CS 26000 ^
CS 36000	Software Engineering	4	P: CS 26000 and ENGL 23401 ^
CS 36400	Intro to Database Systems	3	P: CS 26000 ^
CS 38400**	Numerical Analysis	3	P: CS 16000 and MA 16600 ^
or PHYS 32500**	Scientific Computing	3	P: PHYS 20500 or ECE30300
MA 59800	Cryptography***	3	P: MA 35100

* ECE 49500 or other ECE 5XX00 courses in computer engineering area can be included in Group 1 technical elective with the approval of Computer Engineering Curriculum Committee. Once a course is approved, a student can take it as a regular technical elective with the approval of the advisor.

** Either CS 38400 or PHYS 32500, but not both, can be used as a Group 1 technical elective.

*** Other MA 59800 courses require the approval of the Computer Engineering Curriculum Committee to be included as Group 1 technical electives.

^ Computer science department approves ECE students to enroll in these courses with ECE 36800 as an equivalent pre-requisite.

Group 2*

Course #	Course Name	Cr	Pre- and Co-requisites
ECE 31100	Electric and Magnetic Fields	3	P: MA 36300, PHYS 25100
or PHYS 31200	Intermediate Electricity and Magnetism	3	P: MA36300, PHYS 25100
ECE 31300	Energy Conversion Lab	1	C: ECE 32400
ECE 32400	Introduction to Energy Systems	3	P: PHYS 25100, ECE 25500 C: ECE 20800
ECE 33300	Automatic Control Systems	3	P: ECE 30100, ME 25300
ECE 48300	Digital Control Systems – Analysis and Design	3	P: ECE 30100
ECE 49600	Computer Engineering Projects**	3(max)	Department approval
ECE 49700	Research in Computer Engineering I**	3	P: honors classification
ECE 49800	Research in Computer Engineering II**	3	P: ECE 49700 and honors classification
ECE 53800	Digital Signal Processing I	3	P: ECE 43600, ECE 30200
SE 52000	Engineering Economics	3	senior or graduate standing
SE 53000	Engineering Management	3	senior or graduate standing
SE 54000	Systems Architecture	3	senior or graduate standing
SE 55000	Advanced Manufacturing Systems and Processes	3	senior or graduate standing
STAT 51200	Applied Regression Analysis	3	P: STAT 51100 or STAT 51700 or STAT 52800 with a grade of C or higher ^
MA 57500	Graph Theory	3	P: MA 30500 or MA 35100
ME 25300	An Introduction to Mechanics	2	P: MA 26100, PHYS 15200
PHYS 32200	Optics	3	P: PHYS 25100
PHYS 34200	Modern Physics	3	P: PHYS 25100
PHYS 34500	Optics Laboratory I	1	C: PHYS 32200

* Other 5xx-level courses offered by ECE, math, computer science, or physics departments may be taken by the student as Group 2 technical electives with the approval of the advisor.

** ECE 49600/49700/49800 requires approval of the Computer Engineering curriculum committee.

^ Math department approves ECE students to enroll in STAT 51200 with ECE 30200 as an equivalent pre-requisite.

Notes:

1. Some 3xx-level and above courses offered by math, computer science, or physics departments may be taken by the student as Group 1 or Group 2 technical electives with the approval of the Computer Engineering Curriculum committee. Once a course is approved, a student can take it as a regular technical elective with the approval of the advisor.
2. A course cannot be counted towards both an undergraduate degree and a graduate degree, with the exception of the students enrolled in the 5 Year BS/MSE Combined Degree Program. For more information, visit the ECE Department website.
3. Computer Engineering majors are encouraged to explore the requirements for a minor in Computer Science, Math or Physics. For more information, visit the ECE Department website.

Updated: November 2019, effective Fall 2020