

### **Computer Engineering – Technical Electives**

The Fall 2015 B.S.Cp.E. curriculum requires nine (9) hours of technical electives. Six (6) credits of these electives must be chosen from among any 4000 level or higher ECGR course that is not required as part of the curriculum. The remaining three (3) credits may be chosen from among any 3000 level and higher ECGR, MATH, PHYS, or ITCS course that is not part of the degree requirements, with prior approval of the student's academic advisor. Co-op students may count up to three (3) hours of ECGR 3695 co-op course toward their technical elective requirements. Individual study, and undergraduate research courses may not be taken as technical electives.

### **Computer Engineering - Depth Electives**

The Fall 2015 B.S.Cp.E. curriculum requires nine (9) hours of depth electives. These electives must be chosen exclusively from the courses in the list below. Individual study, and undergraduate research courses may not be taken as depth electives.

ECGR 4090	Special Topic (approved case-by-case)
ECGR 4103	Applied Computer Graphics
ECGR 4111	Control Systems Theory I
ECGR 4123	Analog/Digital Communication
ECGR 4131	Linear Integrated Electronics
ECGR 4146	Introduction to VHDL
ECGR 4161	Introduction to Robotics
ECGR 4181	Computer Arithmetic
ECGR 4187	Data Communications
ECGR 4422	Random Processes and Optimum Filtering
ITCS 2214	Data Structures