

COMPUTER ENGINEERING, MINOR

Program Overview

The computer engineering minor equips students with fundamental skills in digital systems design, computer organization, hardware architecture, and digital electronics.

Undergraduate Policies

For undergraduate policies and procedures, please review the Undergraduate Academics section of the General Bulletin.

Program Requirements

The department offers a minor in computer engineering. The minor has a required two-course sequence followed by a two-course sequence in either hardware or software aspects of computer engineering for a total of 15 credit hours. The following courses are required for the minor in computer engineering:

Code	Title	Credit Hours
Required Courses:		8
ECSE 281	Logic Design and Computer Organization	
ECSE 233	Introduction to Data Structures	
Choose one of the following sequences:		7
Hardware Sequence		
ECSE 314	Computer Architecture	
ECSE 315	Digital Systems Design	
Software Sequence		
ECSE 303	Embedded Systems Design and Laboratory	
ECSE 317	Computer Design - FPGAs	
ECSE 318	VLSI/CAD	
ECSE 200-level course or above		
Non-ECSE course ^a		
Total Credit Hours		15

^a Requires advisor approval.