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:

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

\(^a\) Requires advisor approval.