

**Computer Science & Engineering**  
**Bachelor of Science in Engineering Program**  
**Catalog Year 2017-2018**

**FRESHMAN YEAR**

<b>First Semester</b>	<b>Credits</b>	<b>Second Semester</b>	<b>Credits</b>
CHEM 1127Q or 1147Q-Gen. Chem. I or Honors Chem I	4	PHYS 1501Q-Engineering Phys. I	4
MATH 1131Q- Calculus I	4	MATH 1132Q-Calculus II	4
ENGL 1010 or ENGL 1011-Acad. Writing	4	CSE 1729 - Intro to Principles of Programming	3
CSE 1010 - Intro Computing for Engineers	3	Area 2 (Social Science)	3
ENGR 1000-Orientation to Engineering	<u>1</u>	Area 1 (Arts and Humanities)	<u>3</u>
	16		17

**SOPHOMORE YEAR**

<b>First Semester</b>	<b>Credits</b>	<b>Second Semester</b>	<b>Credits</b>
PHYS 1502Q-Engineering Phys II	4	MATH 2410Q-Differential Equations	3
MATH 2110Q-Multivariable Calculus	4	CSE 2500 -Intro to Discrete Systems	3
CSE 2050 – Data Structures and Object-oriented Design	3	ECE 2001 – Electric Circuits	4
CSE 2300 – Logic Design	<u>4</u>	PHIL 1104 (Area 1) - Phil. and Social Ethics	3
	15	Area 2 (Social Science)	<u>3</u>
			16

**JUNIOR YEAR**

<b>First Semester</b>	<b>Credits</b>	<b>Second Semester</b>	<b>Credits</b>
CSE 3100 - Systems Programming.	3	CSE xxxx - Concentration course 1	3
CSE 2304 - Intro. to Comp. Arch.	3	CSE 3504- Prob. Perf. Analy. of Computer Sys.	3
CSE 3500- Algorithms and Complexity	3	CSE 3000-Contemporary Issues in CSE	1
Prob. and Stat.Course <sup>1</sup>	3	CSE Elective	3
Area 4 (Diversity and Multiculturalism)	<u>3</u>	Math 2210Q-Linear Algebra	3
	15	Elective	<u>3</u>
			16

**SENIOR YEAR**

<b>First Semester</b>	<b>Credits</b>	<b>Second Semester</b>	<b>Credits</b>
CSE 4939W-CS & E Design Project I	3	CSE 4940-CS & E Design Project II	3
CSE xxxx - Concentration course 2	3	CSE xxxx - Concentration course 4	3
CSE xxxx - Concentration course 3	3	CSE Elective <sup>2</sup>	3
Elective	3	Elective	4
Elective	<u>3</u>	Area 4 (Diversity and Multiculturalism)	<u>3</u>
	15		16

**Additionally the program must include one W course other than CSE 4939W, which may be used to satisfy other requirements or Free Electives.**

<sup>1</sup> This course must be chosen from the list of MATH 3160Q- Probability, STAT 3025Q Statistical Methods I, STAT 3345Q- Probability Models for Engineers or STAT 3375Q Introduction to Mathematical Statistics.

<sup>2</sup> If needed to get 15 CSE credits in concentration and CSE electives. 126 total credits required, including 50 total CSE credits.

## **Computer Science & Engineering Concentration Requirements**

Every CSE major must satisfy the requirements for a concentration. A concentration consists of four courses within a defined set of alternatives (one or more of the courses may be required for the concentration). A student must declare a single concentration to count toward graduation; that is the one that will be listed on his or her transcript. There are currently 8 concentrations available, these are listed below. For information about the concentration requirements, see the *Guide to Course Selection*, linked from the CSE department web page under Undergraduate Studies.

### **Concentration 1: Theory and Algorithms**

### **Concentration 2: Systems and Networks**

### **Concentration 3: Cybersecurity**

### **Concentration 4: Bioinformatics**

### **Concentration 5: Software Design and Development**

### **Concentration 6: Computational Data Analytics**

### **Concentration 7: Unspecialized**

For the Unspecialized concentration, students must take required courses from 3 different concentrations, plus any other 2000+ level CSE course not used to fulfill another requirement.

### **Concentration 8: Individually Designed**

Students may propose an individually-designed concentration to fit their academic or career interests. This will be a minimum of 12 credits at the 2000+ level, proposed by the student and approved by the student's advisor and the CSE Department Undergraduate Committee. The expectation is that such a concentration will have a strong unifying theme. This may include non-CSE courses, but the student will still be subject to the overall requirement of 50 CSE credits.