

Computer Engineering Area electives

- Students are required to satisfy 2 depth tracks. Satisfying a track requires completing at least 2 courses from the track's list (see below). Consequently, four of the area elective electives are occupied by depth requirements.
- The fifth course can be from the sequence list or any **approved** 300/400 level course in CSCE or ECEN. Consult your advising office to determine if a course is approved.
- Depth tracks are subject to change. Consult your advising office for the current list.

Depth Tracks

- Communications and Networks
 - CSCE 463 (3), Computer Networks
 - CSCE 464 (3), Wireless and Mobile Systems
 - CSCE 465 (3), Computer and Network Security
 - ECEN 455 (4), Digital Communications
 - ECEN 478 (3), Wireless Communications
 - MATH 470 (3), Comm. & Cryptography
- VLSI
 - ECEN 468 (4), Advanced Logic Design
 - ECEN 474 (4), VLSI Circuit Design
 - ECEN 475 (4), Intro. to VLSI Sys. Design
 - ECEN 326 (4), Electronic Circuits
- Software Systems
 - CSCE 314 (3), Programming Languages
 - CSCE 410 (3), Advanced OS
 - CSCE 411 (3), Design and Analysis of Algorithms
 - CSCE 431 (3), Software Engineering
 - CSCE 434 (3), Compiler Design
 - CSCE 435 (3), Parallel Computing
 - CSCE 442 (3), Scientific Programming
 - CSCE 465 (3), Computer and Network Security
- Signal/Image Processing & Graphics
 - CSCE 441 (3), Computer Graphics
 - CSCE 443 (3), Game Development
 - ECEN 444 (3), Digital Signal Processing
 - ECEN 447 (4), Digital Image Processing
 - ECEN 448 (3), Real time DSP
- Robotics/Embedded Systems
 - CSCE 420 (3), Artificial Intelligence
 - CSCE 452 (3), Robotics
 - CSCE 456 (4), Real-time Computing
 - ECEN 420 (3), Linear Control systems
 - ECEN 421 (3), Digital Control Systems
- Information
 - CSCE 310 (3), Database systems
 - CSCE 436 (3), Computer Human Interaction
 - CSCE 444 (3), Structures of Interactive Info.
 - CSCE 470 (3), Information Storage & Retrieval
 - CSCE 438 (3), Distributed Objects
 - ECEN 455 (3), Digital Communications