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.
- A few courses are in multiple tracks—each course can only be used in **one** place on your degree plan. You cannot use the course in two places.
- 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