Computer Engineering BSCpE Program - 2022-2023

1st Semester	2nd Semester	3rd Semester	4th Semester	5th Semester	6th Semester	7th Semester	8th Semester
FALL	SPRING	FALL	SPRING	FALL	SPRING	FALL	SPRING
MA125 (4) Calculus I	MA126 (4) Calculus II <MA125>	MA227 (4) Calculus III <MA126>	MA238 (3) Diff. Equations (MA227)	EE331 (3) Physical Electronic <PH202, CH131, MA238>	EE334 (3) Digital Electronics <EE331>	EE431 (3) Analog Electronics <EE334>	EE4XX (1) Tech Elective Lab
CH131 (4) Chemistry I	PH201 (4) Physics I (cal based) <MA125, EH101>	PH202 (4) Physics II (cal based) <PH201, MA126> <EH101>	EE223 (3) Network Analysis <EE220, PH202> (MA227, MA238)	EE321 (3) Signals & Systems <EE223, MA238>	EE328 (3) Feedbk Control Sys. <EE321>	EE401* (1) W Intro to ECE Design <CA110, EE321> (EE334, EE368)	EE404** (3) W ECE Design <EE328, EE334> <EE368, EE401>
EH101 (3) Composition I	EH102 (3) Composition II <EH101>	EE220 (3) Circuit Analysis <MA 126, PH 201>	General Ed (3) L/H/FA or H/SBS	EE227 (1) Circuits and Dev Lab (EE223, EH102)	EE322 (3) Prob. & Stat. Anal <MA238> (EE321)	EE/CSC4XX (3) Tech Elective	EE/CSC4XX (3) Tech Elective
EG101 (2) Intro. to Eng Design	CPE260 (3) Intro. to C++ Prog (MA125)	EE263 (3) Digital Logic Design <CPE260>	EE264 (3) Microproc Systems <EE263 or CSC228>	EE368 (1) Microproc Sys Lab <EE268>, (EE264)	EE457 (3) Embedded Systems <EE264, EE368>	EE454 (3) Digital Comp. Architecture <EE264, EE268>	EE/CSC4XX (3) Tech Elective
General Ed (3) L/H/FA or H/SBS	General Ed (3) L/H/FA or H/SBS	MA267 (3) Discrete Math Structures <MA113>	EE268 (1) Digital Logic Lab <EE263 or CSC228>	CSC311 (3) Networking and Commun. <CSC231>	EE446** (1) Embedded Sy Lab (EE457)	General Ed (3) L/H/FA or H/SBS	General Ed (3) L/H/FA or H/SBS
			CSC231 (4) Intro to Data Structures & Algo. <CIS 210/CPE260>	EG231 (3) Ethics & Eng Econ <MA 126>	CSC322 (3) Operating Systems <CSC231>		

< > indicates prerequisite courses; ( ) indicates corequisite courses
Courses in shaded boxes must be completed to obtain PCS; C-grade or higher required
***** EE Courses only taught in the fall semester**

****EE courses only taught in the spring semester**

16 cr-hr	17 cr-hr	17 cr-hr	17 cr-hr	14 cr-hr	16 cr-hr	13 cr-hr	13 cr-hr

General Education Requirements			
All students are required to take EH 101 and EH 102, English Composition I and II, plus 18 hours of general education courses			
Literature, Humanities and Fine Arts: 9 hrs total		History, Social Sciences, and Behavioral Sciences: 9 hrs total	
L/H/FA		H/SBS	
Literature - 3 hrs required		History -3 hrs required	
EH 215, 216	British Literature	HY 101, 102	History of Civilization
EH 225, 226	American Literature	HY 135, 136	US History
EH 235, 236	World Literature		
Fine Arts - 3 hrs required		Social and Behavioral Sciences - 3 hrs required	
ARH 100	Survey of Art	GS 101	Gender Studies
ARH 103, 123	Art History	AIS 201	Seasons of Life
ARS 101	Art Appreciation	AN 100, 101	Anthropology
DRA 110	Intro to Drama	CA 100, 211	Communications
MUL 101	Intro to Music	ECO 215, 216	Economics
		GEO 114, 115	Geography
Humanities - 3 hrs required		PSC 130	US Government
CA 110	Public Speaking	PSY 120, 250, 121	Psychology
		SY 109, 112	Sociology
		IS 100	Global Issues

Student Responsibility: The University of South Alabama will endeavor to provide timely and accurate advisement. However, students are ultimately responsible for selecting and registering for courses, meeting course pre-requisites and graduation requirements, and adhering to University policies and procedures.

BSCpE Elective Requirements			
BSCpE students must select either the Hardware or the Software track for Technical elective courses			
Hardware Track		Software Track	
2 senior level EE or CSC courses.		1 senior level EE or CSC courses.	
2 senior level EE courses		CSC 331	Software Engineering Prin - W
EE Technical Electives		CSC 332	Adv Data Structures and Algs
EE 438	Virtual Instrumentation	CSC 333	Prog Language Theory
EE 439	VSLI Technology-Fabrication	CSC Technical Electives	
EE 440*	HDL Logic Synthesis	CSC 410	Compiler Design-Construction
EE 441	Computer Networks	CSC 411	Comm - Network Analysis
EE 443*	HDL Logic Simulation	CSC 412	Real-Time Software Systems
EE 444	Wireless Networks	CSC 413	Computer Graphics
EE 465	Digital Signal Processing	CSC 414	Modeling and Simulation
EE 468	Programmable Logic Controllers	CSC 415	Numerical Analysis
EE 469	Signal Integrity	CSC 416	AI Theory and Programming
EE 470	Synth Active-Passive Networks	CSC 417	Computer Game Development
EE 471	Wireless Communication	CSC 418	Adv Game & Simulation Dev
EE 473	Advanced Communication Systems	CSC 434	Form Lang - Automata Theory
Credit for both EE 440 & EE 443 not allowed		CSC 440	Secure Software Engineering
Senior Lab -May be selected from			
EE 437	Electronics Lab		
EE 447	Programmable Logic Devices Lab		
EE 449	Control and Communications Lab		