

Computer Engineering Technical Electives

15 credits chosen from the following list:

ECE Courses		CS Courses	
ECE332	Electronics Principles II	CS301	Foundations in Computer Science
ECE/CS460	Embedded Systems	CS314	Software Development Methods
ECE512	Digital Signal Processing	CS410	Intro. to Computer Graphics
ECE513	Digital Image Processing	CS420	Intro. to Analysis of Algorithms
ECE534/535	Analog Integrated Circuits/Lab	CS430	Database Systems
ECE550	Microprocessor Based Systems	CS440	Intro to Artificial Intelligence
ECE554	Computer Architecture	CS451	Operating Systems
ECE555	Robot Motion Planning	CS453	Intro. to Compiler Construction
ECE/CS560	Reconfigurable Computing	CS457	Computer Networks & the Internet
ECE562	Power Electronics I	CS475	Parallel Programming
ECE563	Power Electronics II	CS/ECE460	Embedded Systems
ECE571/575	VLSI System Design/Lab	CS510	Computer Graphics
		CS551	Principles of Operating Systems
		CS556	Computer Security
		CS/ECE560	Reconfigurable Computing

Courses required for the major cannot also be counted as technical elective credit. Example: Either ECE332 or CS301 is required for the major. If a student takes BOTH, ECE 332 is required and CS301 applies toward technical elective credit requirements. If only one of the two is taken, it applies to the degree requirements and cannot also be counted as technical elective credits.