

**Computer Engineering**

Degree requirements - 126 credits

FIRST YEAR	Fall - 14 credits			Credits	Spring - 15 credits			Credits
	ECE102	Digital Circuit Logic (F,S)		4	ECE251	Introduction to Microcontrollers and IoT (F,S; ECE102 with a C or higher)		4
	MATH160 Fulfills AUCC Category 1B	Calculus for Physical Scientists I (F,S,SS; MATH124 with a B or higher; MATH126 with a B or higher or MATH127 with a B or higher)		4	MATH161	Calculus for Physical Scientists II (F,S,SS; MATH124 or MATH127; MATH159 or MATH160)		4
	CS150B <sup>1</sup> Fulfills AUCC Category 3B	Culture and Coding: Python (F,S) Fulfills AUCC category 3B		3	CS164 <sup>1</sup>	CS1 - Computational Thinking with Java (F,S; CS150B with a B or higher or CS152 with a B or higher or CS163)		4
	CO150 <sup>2</sup> Fulfills AUCC Category 1A	College Composition (F,S,SS; CO 130 or Placement)		3	University Core	AUCC Category 1C, 3B, 3D (F,S,SS)		3

SECOND YEAR	Fall - 18 credits			Credits	Spring - 15-17 credits			Credits
	ECE103	DC Circuit Analysis (F,S; MATH159 with a C or higher or MATH160 with a C or higher)		3	ECE202	Circuit Theory Application (S,SS; ECE103 with a C or higher; MATH161 with a C or higher)		4
	CS165	CS2 - Data Structures (F,S; CS162 with a C or higher or CS163 with a C or higher or CS164 with a C or higher)		4	ECE303	Introduction to Communications Principles (S; MATH261 with a C or higher; MATH340, may be taken concurrently)		3
	PH141 Fulfills AUCC Category 3A	Physics for Scientists and Engineers I (F,S,SS; MATH159, may be taken concurrently or MATH160, may be taken concurrently)		5	PH142 or Approved AUCC 3A Bio/Phy Science <sup>3</sup>	Physics for Scientists and Engineers II (F,S; PH141; MATH161, may be taken concurrently) or See Approved List (F,S,SS)		3-5
	MATH261	Calculus for Physical Scientists III (F,S,SS; MATH161)		4	MATH340	Intro to Ordinary Differential Equations (F,S,SS; MATH261)		4
	CT301	C++ Fundamentals (F,S; CS162 with a C or higher or CS163 with a C or higher or CS164 with a C or higher)		2	ECE232	Introduction to Project Practices (F,S; ECE202, may be enrolled concurrently or ECE395B, may be enrolled concurrently)		1

THIRD YEAR	Fall - 16-17 credits			Credits	Spring - 16-17 credits			Credits
	ECE311	Linear Systems Analysis I (F; ECE202 with a C or higher; MATH340 with a C or higher; ECE451 or ECE528 or CS356, may be taken concurrently)		3	MATH369 or DSCI369	Linear Algebra I (F,S,SS; MATH 161) or Linear Algebra for Data Science (S; MATH159 or MATH160 or MATH161)		3-4
	CS214	Software Development (F,S; CS165 with a C or higher)		3	CS220	Discrete Structures and their Applications (F,S; CS150B or CS152 with a B or higher OR CS162 or CS163 or CS164 with a C or higher; MATH159 or MATH160)		4
	Computer Engineering Electives <sup>3</sup>	See Approved List - Group 1 (F,S)		7-8	Computer Engineering Electives <sup>3</sup>	See Approved List - Group 1 (F,S)		6-7
	CO301B or JTC300 Fulfills AUCC Category 2	Writing in the Disciplines-Sciences (F,S; CO150 or HONR193) or Strategic Writing and Communication (F,S,SS; CO150 or HONR193)		3	ECON202 Fulfills AUCC Category 3C	Microeconomics (F,S,SS; MATH117 or MATH118 or MATH127 or MATH160)		3

FOURTH YEAR	Fall - 16 credits			Credits	Spring - 13-15 credits			Credits
	ECE401 Fulfills AUCC Category 4	Senior Design Project I (F,S; ECE311 with a C or higher; 4 courses from ECE452, ECE456, ECE451, ECE528, CS356, ECE312 with a C or higher, ECE331 with a C or higher, ECE332 with a C or higher)		3	ECE402 Fulfills AUCC Category 4	Senior Design Project II (F,S; ECE401)		3
	Computer Engineering Electives <sup>3</sup> and Technical Electives <sup>3</sup>	See Approved List - Group 2 and Group 3 (F,S) and See Approved List (F,S)		10	Computer Engineering Electives <sup>3</sup> and Technical Electives <sup>3</sup>	See Approved List - Group 2 and Group 3 (F,S) and See Approved List (F,S)		7-9
	University Core	AUCC Category 1C, 3B, 3D (F,S,SS)		3	University Core	AUCC Category 1C, 3B, 3D (F,S,SS)		3

<sup>1</sup> Students may also choose one of the following: 1) Arts/Humanities AUCC + CS152 + CS162; or 2) Arts/Humanities AUCC + CS163<sup>2</sup> College Composition must be completed within the first 60 (CSU and transfer) credits taken<sup>3</sup> See list of approved courses on the ECE website: <https://www.engr.colostate.edu/ece/undergraduates/degree-programs/computer-engineering-undergrad/>

ECE courses required for the major at the 100, 200, and 300 level must be passed with a C or higher; grades below a C will require the student to retake the course.

ECE courses designated as an elective are exempt from the C or higher minimum grade requirement.