Marlan and Rosemary Bourns College of Engineering

Suggested Course Plan for a UC Riverside Major in

COMPUTER ENGINEERING

Catalog Year: 2022

Fall Quarter	*Units*	*Winter Quarter*	*Units*	*Spring Quarter*	*Units*
FIRST YEAR					
CS 010A	4	CS 010B	4	CS 010C	4
C++ Programming I		*C++ Programming II*		*Intro to Data Struc. & Algorithms*	
ENGL 001A	4	ENGL 001B	4	MATH 009C	4
Beginning Composition		*Intermediate Composition*		*First Year Calculus*	
ENGR 001G	1	MATH 009B	4	MATH/CS 011	4
Professional Dev. & Mentoring		*First Year Calculus*		*Intro to Discrete Structures*	
MATH 009A	4	PHYS 040A	5	PHYS 040B	5
First Year Calculus		*Physics (Mechanics)*		*Physics (Heat/Waves/Sound)*	
SECOND YEAR					
CS 061	4	CS 111	4	CS 100	4
Machine Org. & Assembly Lang. Prog.		*Discrete Structures*		*Software Construction*	
EE 030A & EE 030LA	4	EE 030B	4	CS/EE 120B	4
Fund Electric Circuits I & Lab		*Engineering Circuit Analysis II and Lab*		*Embedded Systems*	
MATH 045/EE 020A	4	EE/CS 120A	5	EE 020B	4
Intro Ordinary Differential Equations		*Logic Design*		*Linear Methods for Engr. Analysis*	
PHYS 040C	5	CHEM 1A/LA or ME 10	4	MATH 010A	4
Physics (Electricity/Magnetism)		*Gen. Chemistry or Statics*		*Multivariable Calculus*	
THIRD YEAR					
CS 141	4	CS/EE 168	4	CS 153	4
Interm. Data Structures & Algorithms		*VLSI Design*		*Design of Operating Systems*	
EE 100A	4	EE 111	4	CS 161 & CS 161L	6
Electronic Circuits		*Digital & Analog Signals & Systems*		*Design & Arch. of Comp. Sys.and Lab*	
Breadth _____	4	ENGR 101G	1	Technical Elective**	4
Biol Sci(Biol 002 or 003 or 005A/LA)		*Professional Dev. & Mentoring*		_____	
		Breadth _____	4	CS 122A	5
		Humanities/Social Sciences		*(or EE 128 in Fall)*	
FOURTH YEAR					
EE 128	4	EE 114 or STAT 155	4	Technical Elective**	4
(or CS 122A in Spring)		*Prob., RV & Proc. or Stat*		_____	
ENGR 180W*	4	Technical Elective**	4	Technical Elective**	4
Technical Communications		_____		_____	
Technical Elective**	4	Technical Elective**	4	Breadth _____	4
_____		_____		*Humanities/Social Sciences*	
Breadth _____	4	Breadth _____	4	Breadth _____	4
Humanities/Social Sciences		*Humanities/Social Sciences*		*Humanities/Social Sciences*	

To earn a B.S., you must complete all College and University requirements. For a complete list: catalog.ucr.edu.

ENGLISH COMPOSITION*

A C or better is required in three quarters of English Composition courses to satisfy the graduation requirement. ENGR 180W fulfills the third quarter of English Composition.

BREADTH REQUIREMENTS

For an approved list of Breadth courses: http://student.engr.ucr.edu/policies/requirements/breadth.html.

Humanities: (3 courses)

A. World History: _____

B. Fine Arts, Lit., Phil. or Rl: _____

C. Human Persp. on Scienc _____

Social Sciences: (3 courses)

A. Econ. or Posc.: _____

B. Anth., Psyc, or Soc.: _____

C. General Social Science: _____

Biological Science _____

Ethnicity: (1 course)

1. _____

Upper Division: (2 courses)

1. _____

2. _____

TECHNICAL ELECTIVES **

Please note that Technical Electives may be offered throughout the Academic Year. Consult with your Academic Advisor about potential offerings.

Minimum Units to Graduate:	180
Maximum Units to Graduate:	216

Computer Engineering Technical Electives

You must complete six courses (at least 24 units) as technical electives from the following set of Computer Science and Engineering and Electrical Engineering upper-division courses. The technical electives selected must include either CS 179 (E-Z) or EE 175A and EE 175B. The technical electives must be distinct from those used to satisfy major requirements. Units are listed in ().

CS 110	Principles of Web Development (4)
CS 122A	Interm. Embedded & Real-Time Systems (5)
CS 122B	Adv. Embedded & Real-Time Systems (5)
CS 130	Computer Graphics (4)
CS 131	Edge Computing (4)
CS 133	Computational Geometry (4)
CS 134	Video Game Creation & Design (4)
CS 135	Virtual Reality (4)
CS 150	Theory of Automata & Formal Languages (4)
CS 152	Compiler Design (4)
CS 160	Concurrent Prog. & Parallel Systems (4)
CS 162	Computer Architecture (4)
CS 164	Computer Networks (4)
CS 165	Computer Security (4)
CS 166	Database Management Systems (4)
CS 169	Mobile Wireless Networks (4)
CS 170	Intro to Artificial Intelligence (4)
CS 171	Intro to Machine Learning & Data Mining (4)
CS 172	Intro to Information Retrieval (4)
CS 175	Entrepreneurship in Computing (4)
CS 177	Modeling & Simulation (4)
CS 178A	Project Sequence in CS (4)
CS 178B	Project Sequence in CS (4)
CS 179 E-Z	Proj. in Computer Science (4 units max)
CS 180	Intro to Software Engineering (4)
CS 181	Principles of Programming Languages (4)
CS 182	Software Testing & Verification (4)
CS 183	UNIX System Administration (4)
CS 193	Design Project (4 units maximum)
EE 100B	Electronic Circuits (4)
EE 105	Modeling & Simulation of Dynamic Systems (4)
EE 115	Intro to Communication Systems (4)
EE 123	Power Electronics (4)
EE 128	Data Acquisition, Instrum., & Process Control (4)
EE 132	Automatic Control (4)
EE 133	Solid-State Electronics (4)
EE 134	Digital Integrated Circuit Layout and Design (4)
EE 135	Analog integrated Circuit Layout and Design (4)
EE 136	Semiconductor Device Processing (4)
EE 137	Intro to Semiconductor Optoelectronic Devices (4)
EE 141	Digital Signal Processing (4)
EE 144	Intro to Robotics (4)
EE 146	Computer Vision (4)
EE 147	Graphics Processing Unit Computing & Prog. (4)
EE 150	Digital Communication (4)
EE 151	Intro to Digial Control (4)
EE 152	Image Processing (4)
EE 162	Intro to Nanoelectronics (4)
EE 165	Design for Reliability of Integ. Circuits & Systems (4)
EE 175A	Senior Design Project (4)
EE 175B	Senior Design Project (4)
ENGR 160	Intro to Engineering Optimization Techniques (4)