

Suggested Course Plan for a UC Riverside Major in **COMPUTER ENGINEERING**

Catalog Year: 2018

Fall Quarter	Units	Winter Quarter	Units	Spring Quarter	Units
FIRST YEAR					
CS 010 <i>C++ Programming I</i>	4	CS 012 <i>C++ Programming II</i>	4	CS 014 <i>Intro to Data Struct. & Algorithms</i>	4
ENGL 001A <i>Beginning Composition</i>	4	ENGL 001B <i>Intermediate Composition</i>	4	MATH 009C <i>First Year Calculus</i>	4
ENGR 001G <i>Professional Dev. & Mentoring</i>	1	MATH 009B <i>First Year Calculus</i>	4	MATH/CS 011 <i>Intro to Discrete Structures</i>	4
MATH 009A <i>First Year Calculus</i>	4	PHYS 040A <i>Physics (Mechanics)</i>	5	PHYS 040B <i>Physics (Heat/Waves/Sound)</i>	5
SECOND YEAR					
CS 061 <i>Machine Org. & Assembly Lang. Prog.</i>	4	EE 001B <i>Engineering Circuit Analysis II and Lab</i>	4	CS 100 <i>Software Construction</i>	4
EE 001A and EE 01LA <i>Engineering Circuit Analysis I and Lab</i>	4	EE/CS 120A <i>Logic Design</i>	5	CS/EE 120B <i>Embedded Systems</i>	4
MATH 046 <i>Differential Equations</i>	4	MATH 010A <i>Multivariable Calculus</i>	4	EE 020 <i>Linear Methods for Engr. Analysis</i>	4
PHYS 040C <i>Physics (Electricity/Magnetism)</i>	5	CS 111 <i>Discrete Structures</i>	4	CHEM 001A or ME 010 <i>Gen. Chemistry or Statics</i>	4
THIRD YEAR					
CS 141 <i>Interm. Data Structures & Algorithms</i>	4	CS 161 & CS 161L <i>Design & Arch. of Comp. Sys. and Lab</i>	6	CS 153 <i>Design of Operating Systems</i>	4
ENGR 180W* <i>Technical Communications</i>	4	CS/EE 168 <i>VLSI Design</i>	4	EE 111 <i>Digital & Analog Signals & Systems</i>	4
ENGR 101G <i>Professional Dev. & Mentoring</i>	1	Breadth _____ <i>Biological Sci(Biol 002, or 003, or 005A/LA)</i>	4	Technical Elective** _____	4
EE 100A <i>Electronic Circuits</i>	4			Breadth _____ <i>Humanities/Social Sciences</i>	4
FOURTH YEAR					
CS 122A or EE 128 <i>Micro Design or Instrumentation</i>	5	Technical Elective** _____	4	Technical Elective** _____	4
Technical Elective** _____	4	Technical Elective** _____	4	Technical Elective** _____	4
EE 114 or STAT 155 <i>Prob., RV & Proc. or Stat</i>	4	Breadth _____ <i>Humanities/Social Sciences</i>	4	Breadth _____ <i>Humanities/Social Sciences</i>	4
Breadth _____ <i>Humanities/Social Sciences</i>	4	Breadth _____ <i>Humanities/Social Sciences</i>	4	Breadth _____ <i>Humanities/Social Sciences</i>	4

To earn a B.S., you must complete all College and University requirements. For a complete list: www.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 RI: _____
- 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.

Total Units: 189

Maximum Units: 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 ().

ENGR 160	Intro to Engineering Optimization Techniques (4)		
CS 122A	Interm. Embedded & Real-Time Systems (5)	EE 100B	Electronic Circuits (4)
CS 122B	Adv. Embedded & Real-Time Systems (5)	EE 105	Modeling and Simulation of Dynamic Systems (4)
CS 130	Computer Graphics (4)	EE 115	Introduction to Communication Systems (4)
CS 133	Computational Geometry (4)	EE 123	Power Electronics (4)
CS 134	Video Game Creation & Design (4)	EE 128	Data Acquisition, Instrum., & Process Control (4)
CS 135	Virtual Reality (4)	EE 132	Automatic Control (4)
CS 150	Theory of Automata & Formal Languages (4)	EE 133	Solid-State Electronics (4)
CS 152	Compiler Design (4)	EE 134	Digital Integrated Circuit Layout and Design (4)
CS 160	Concurrent Prog. & Parallel Systems (4)	EE 135	Analog integrated Circuit Layout and Design (4)
CS 162	Computer Architecture (4)	EE 140	Computer Visualization (4)
CS 164	Computer Networks (4)	EE 141	Digital Signal Processing (4)
CS 165	Computer Security (4)	EE 144	Introduction to Robotics (4)
CS 166	Database Management Systems (4)	EE 146	Computer Vision (4)
CS 169	Mobile Wireless Networks (4)	EE 147	Graphics Processing Unit Computing & Prog. (4)
CS 170	Introduction to Artificial Intelligence (4)	EE 150	Digital Communication (4)
CS 171	Intro to Machine Learning & Data Mining (4)	EE 151	Introduction to Digital Control (4)
CS 172	Introduction to Information Retrieval (4)	EE 152	Image Processing (4)
CS 175	Entrepreneurship in Computing (4)	EE 165	Design for Reliability of Integ. Circuits and Systems (4)
CS 177	Modeling & Simulation (4)	EE 175A	Senior Design Project (4)
CS 179 E-Z	Proj. in Computer Science (4 units maximum)	EE 175B	Senior Design Project (4)
CS 180	Introduction to Software Engineering (4)		
CS 181	Principles of Programming Languages (4)		
CS 183	UNIX System Administration (4)		
CS 193	Design Project (4 units maximum)		