

Minor in Computer Engineering

The Minor in Computer Engineering consists of 16 or more credit hours, representing fundamental areas of knowledge in the field of Computer Engineering. Undergraduate students interested in the minor in Computer Engineering must select the coursework with an advisor in order to receive the minor. The main objective of the program is to offer interested students with GPAs of 3.00 or above in any field of study other than Computer Engineering, the opportunity to enhance their capabilities in their own profession by developing expertise in the high demand areas of digital design, software engineering, and embedded systems. These courses generally have prerequisites, and their enrollment will need approval by the Electrical and Computer Engineering Department.

Degree Requirements

Enrolled students must complete between 16 or more credit hours in consultation with an advisor and maintain a GPA of 3.00 or above.

Degree Plan

Code	Title	Hours
Required Courses:		
ECE 2300	Software Design I	3
ECE 2303 & ECE 2103	Digital Systems Design I and Lab for ECE 2303	4
Prescribed Elective Courses:		
Select three of the following:		9
ECE 3350	Software Design II	
ECE 2304 & ECE 2104	Microprocessor Systems I and Lab for ECE 2304	
ECE 4353 & ECE 4153	Digital Systems Design II and Lab for ECE 4353	
ECE 3352	Operating System Design	
ECE 3351	Computer Architecture	
ECE 4390	Special Topics	
ECE 33XX/ ECE 43XX ECE elective course (optional by Department approval)		
Total Hours		16