

**BSCSE Computer Systems Engineering**  
**Fall 2017**

This document is an example of a BSCSE program of study. Several factors can affect the course scheduling sequence. For a copy of the official curriculum, please go to the UGA Bulletin: <http://bulletin.uga.edu/>

**Major Requirements**

Students must earn a grade of "C" (2.0) or better in the courses indicated in **bold**.

**High Demand Entrance Requirements**

To be considered as a candidate for BSCSE, students must complete the courses indicated in *italics*. For more information on entrance requirements, please refer to the UGA Bulletin: <http://bulletin.uga.edu/> and our website.

<b>YEAR ONE</b>					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
<b>MATH 2250</b>	<i>Calculus I</i>	4	<b>MATH 2260</b>	<i>Calculus II</i>	4
<b>CSEE 2200</b>	<b>Intro to Computer Systems Engr. I</b>	2	<b>PHYS 1251</b>	<i>Physics for Engineers I</i>	3
<b>CSCI 1301</b>	<b>Intro to Computing/Programming</b>	4	<b>CSEE 2210</b>	<i>Intro to Computer Systems Engr. II</i>	2
<i>ENGL 1101</i>	<i>English Composition I</i>	3	<b>CSCI 1302</b>	<i>Software Development</i>	4
	Social Sciences Elective	3	CSCI 2611	Discrete Math for Engineers	3
FYOS	First-Year Odyssey	1			
<b>Total Credit Hours</b>		<b>17</b>	<b>Total Credit Hours</b>		<b>16</b>
<b>YEAR TWO</b>					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
<b>MATH 2500</b>	<b>Multivariable Calculus</b>	3	<b>MATH 2700</b>	<b>Differential Equations</b>	3
<b>PHYS 1252</b>	<b>Physics for Engineers II</b>	3	<b>ENGR 2170</b>	<b>Electrical Circuits</b>	3
<b>CSEE 2220</b>	<i>Fundamentals of Logic Design</i>	3	CSEE 2920	CSEE Design Methodology	2
CSCI 1730	Systems Programming	4	CSCI 2720	Data Structures	4
<i>ENGL 1102</i>	<i>English Composition II</i>	3		Social Sciences Elective	3
				World Lang & Culture Elective	3
<b>Total Credit Hours</b>		<b>16</b>	<b>Total Credit Hours</b>		<b>18</b>
<b>YEAR THREE</b>					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
<b>ENGR 2110</b>	<b>Engineering Decision Making</b>	3	<b>MATH 3300</b>	<b>Applied Linear Algebra</b>	3
ELEE 4230	Sensors & Transducers	3	CSEE 4280	Advanced Digital Design	4
CSEE 4270	Design of Digital Systems	3	CSEE 4230	Embedded Systems Design I	3
ENGR 2090	Probability & Statistics for Engrs	3	ELEE 3270	Electronics I	3
	Humanities & The Arts Elective	3		CSEE Elective	3
<b>Total Credit Hours</b>		<b>15</b>	<b>Total Credit Hours</b>		<b>16</b>
<b>YEAR FOUR</b>					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
CSEE 4910	Capstone Design Project I	2	CSEE 4911	Capstone Design Project II	2
ELEE 4210	Linear Systems	3		CSEE Elective	3
CSEE 4235	Embedded Systems Design II	3		CSEE Elective	3
	CSEE Elective	3		Life Science Elective*	4
	World Lang & Culture Elective	3		World Lang & Culture Elective	3
	Social Sciences Elective	3			
<b>Total Credit Hours</b>		<b>17</b>	<b>Total Credit Hours</b>		<b>15</b>

\*Life Science Elective: Select from BIOL 1103&L or BIOL 1104&L or BIOL 1107&L or BIOL 1108&L.

### Computer Systems Engineering Electives

Choose four (4) courses from the list below. At least one course must have a CSEE or ELEE prefix. You may substitute one elective with two semesters of CURO research working on the same research project.

CSCI 4150	Numerical Simulations in Science & Engineering
CSCI 4370	Database Management
CSCI 4490	Algorithms for Computational Biology
CSCI 4530	Intro to Robotics
CSCI 4730	Operating Systems
CSCI 4740	Real-Time Scheduling
CSCI 4760	Computer Networks
CSCI 4830	Virtual Reality
CSEE 4210	Digital Signal Processing
CSEE 4240	Wireless Sensor Networks
CSEE 4310	Embedded Robotics
CSEE 4320	Mechatronics
CSEE 4530/6530	Intro to Optical Engineering
CSEE 4620/6620	Biomedical Imaging
CSEE 4630	Instrumentation for Monitoring Biological Systems
ELEE 4220	Feedback Control Systems
ELEE 4260	Intro to Nano-electronics
ELEE 4270	Electronics II
ELEE 4540	Applied Machine Vision
MATH 4780	Mathematical Biology