

## BSCSE Computer Systems Engineering Fall 2021

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.

YEAR ONE					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
<i>MATH 2250</i>	<i>Calculus I</i>	4	<i>MATH 2260</i>	<i>Calculus II</i>	4
<i>PHYS 1251</i>	<i>Physics for Engineers I</i>	3	<b>PHYS 1252</b>	<b>Physics for Engineers II</b>	3
<i>ECSE 1100</i>	<i>Intro to ECSE</i>	3	<b>CSCI 1302</b>	<b>Software Development</b>	4
<b>CSCI 1301</b>	<b>Intro to Computing/Programming</b>	4	CSCI 2611	Discrete Math for Engineers	3
FYOS	First-Year Odyssey	1	<i>ENGL 1101</i>	<i>English Composition I</i>	3
<b>Total Credit Hours</b>		<b>15</b>	<b>Total Credit Hours</b>		<b>17</b>
YEAR TWO					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
<b>MATH 2700</b>	<b>Differential Equations</b>	3	<b>MATH 2500</b>	<b>Multivariable Calculus</b>	3
<b>CSEE 2220</b>	<b>Fundamentals of Logic Design</b>	3	<b>ECSE 2920</b>	<b>ECSE Design Methodology</b>	3
CSCI 1730	Systems Programming	4	CSCI 2720	Data Structures	4
ENGL 1102	English Composition II	3	ENGR 2090	Probability & Statistics for Engrs	3
<i>ECSE 2170+L</i>	<i>Fundamentals of Circuit Analysis</i>	3		Social Sciences Elective	3
<b>Total Credit Hours</b>		<b>16</b>	<b>Total Credit Hours</b>		<b>16</b>
YEAR THREE					
<u>Fall Semester</u>		<u>Hours</u>	<u>Spring Semester</u>		<u>Hours</u>
ENGR 2110	Engineering Decision Making	3	<b>MATH 3300</b>	<b>Applied Linear Algebra</b>	3
ELEE 4230	Sensors & Transducers	3	CSEE 4280	Advanced Digital Design	4
ECSE 4230	Embedded Systems Design 1	3	ECSE 4235	Embedded Systems Design II	3
CSEE 4270	Design of Digital Systems	3		CSEE Elective	3
ELEE 3270	Electronics I	3		World Lang & Cultural Elective	3
	Social Sciences Elective	3			
<b>Total Credit Hours</b>		<b>18</b>	<b>Total Credit Hours</b>		<b>16</b>
YEAR FOUR					
<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 Elective	3		CSEE Elective	3
	Humanities & the Arts 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: For complete information on these options, please go to the UGA Bulletin: <http://bulletin.uga.edu/GenEdCoreBulletin.aspx>. This should also meet the [Environmental Literacy University Requirement](#).

**Computer Systems Engineering Electives:** Choose at least four elective courses. At least one must be a 3000-level or above course from the [CSEE](#), [ECSE](#), [ELEE](#), or [INFO](#) prefixes. The remaining courses should be 3000-level or above courses from the [AENG](#), [ARTI](#), [ASTR](#), [BCHE](#), [BCMB](#), [BINF](#), [BIOE](#), [BIOS](#), [CBIO](#), [CHEM](#), [CSCI](#), [CSEE](#), [CURO](#), [CVLE](#), [ECOL](#), [ECSE](#), [ELEE](#), [ENTO](#), [ENVE](#), [GENE](#), [GEOL](#), [GISC](#), [INF O](#), [MATH](#), [MCHE](#), [MIBO](#), [MIST](#), [P BIO](#), [PHYS](#), or [STAT](#) prefixes.