

| Year 1 | | Year 2 | | Year 3 | | Year 4 | |
|---|---|---|--|---|---|---|---|
| Fall (16 hrs) | Spring (16 hrs) | Fall (14 hrs) | Spring (13 hrs) | Fall (16 hrs) | Spring (17 hrs) | Fall (16 hrs) | Spring (12 hrs) |
| ECE 1000 * Intro to Electrical and Computer Engineering 3 Credits. Offered F, Sp Req: MATH 1060 or higher | ECE 2700 * Digital Design I 3 Credits. Offered F, Sp Req: MATH 1210, ECE 1000 | ECE 3710 Applied Prob. & statistics 3 Credits. Offered F, Sp, Su Req: MATH 1210 | ECE 2250 * Circuit Theory 3 Credits. Offered F, Sp Req: MATH 1210, PHYS 2220, ECE 1000 | ECE 3760 Electronic Systems 3 Credits. Offered F, Sp Req: PHYS 2220, ECE 2250 | ECE 4730 Embedded Systems II 3 Credits. Offered Sp Req: ECE 3730, 3740 | ECE 4700 Computer Architecture 3 Credits. Offered F Req: ECE 3740 | ECE 4800 CE Senior Design Project 3 Credits. Offered F, Sp Req: ECE 3740 |
| CS 1400 * Fundamentals of Programming 3 Credits. Offered F, Sp, Su Req: MATH 1010 or higher | ECE 2705 * Digital Design I Lab 1 Credit. Offered F, Sp CoReq: ECE 2700 | ECE 2750 Engineering Analysis 3 Credits. Offered F, Sp Req: MATH 1220, ECE 1000 | ECE 2255 * Circuit Theory Lab 1 Credit. Offered F, Sp CoReq: ECE 2250 | ECE 3765 Electronic Systems Lab 1 Credit. Offered F, Sp Req: ECE 2255 CoReq: ECE 3760 | ECE 4750 Digital Signal Processing 3 Credits. Offered F, Sp Req: ECE 3710, 3770 | ECE 4760 VLSI Design 3 Credits. Offered F Req: ECE 3760 | CE Elective II Select any 3-credit course above CS 3060 or ECE 4780 or (Any of the courses defined for ECE Elective I if you have not taken as ECE Elective I |
| MATH 1210 * Calculus I 4 Credits. Offered F, Sp, Su Req: MATH 1050, 1060, or 1080 | MATH 1220 * Calculus II 4 Credits. Offered F, Sp, Su Req: MATH 1210 | PHYS 2220 * Physics for Scientists and Engineers II 4 Credits. Offered F, Sp, Su Req: PHYS 2210 and MATH 1220 | ECE 3740 Digital Design II 3 Credits. Offered F, Sp Req: ECE 2700 | ECE 3730 Embedded Systems I 3 Credits. Offered F, Sp Req: ECE 2700, 2250 | ECE 4755 Digital Signal Processing Lab 1 Credit. Offered F, Sp Req: ECE 3770 CoReq: ECE 4750 | ECE 4765 VLSI Design Lab 1 Credit. Offered F Req: ECE 3765 CoReq: ECE 4760 | CS 3060 Operating Systems Theory 3 Credits. Offered F, Sp, Su Req: ECE 2700, ECE 3730 |
| American Institutions Elective 3 Credits. | PHYS 2210 * Physics for Scientists and Engineers I 4 Credits. Offered F, Sp, Su Req: MATH 1210 or PHYS 1100 | PHYS 2225 * Physics for Scientists and Engineers II Lab 1 Credit. Offered F, Sp, Su CoReq: PHYS 2220 | CS 2370 C++ Programming 3 Credits. Offered F, Sp Req: CS 1410 | ECE 3770 Signals and Systems 3 Credits. Offered F, Sp Req: ECE 2750 | CE Elective I Select a 4 credits course from CS (above CS 3060) or ECE 4810R or ECE 3250 or ECE 3350 or (ECE 3780 and ECE 3785) | Humanities Elective (COMM 1020 Recommended) 3 Credits. | Social and Behavioral Sci. (COMM 2110 Recommended) 3 Credits. Offered F, Sp, Su |
| ENGL 1010 Introduction to Academic Writing 3 Credits. Offered F, Sp, Su Req: Test | PHYS 2215 * Physics for Scientists and Engineers I Lab 1 Credit. Offered F, Sp, Su CoReq: PHYS 2210 | CS 1410 Object Oriented Programming 3 Credits. Offered F, Sp, Su Req: CS 1400, MATH above 1050 | Physical Science 3 Credits. | CS 2300 Discrete Math Structures I 3 Credits. Offered F, Sp, Su Req: MATH 1050, CS 1410 | ECE 4850 Machine Learning 3 Credits. Offered Sp Req: CS 1400, (ECE 3710 or STAT 2050) | Biology Elective 3 Credits. | |
| | ENGL 2010 Intermediate Academic Writing 3 Credits. Offered F, Sp, Su Req: ACT Test or ENGL 1010 | | | CS 2420 Intro to Algorithms and Data Structures 3 Credits. Offered F, Sp, Su Req: CS 1410 | Personal, Professional, and Civic Growth 3 Credits. Offered F, Sp, Su | Fine Arts Elective 3 Credits. | |

Program Admission (Matriculation)

- Complete * foundation courses with C or higher
- GPA ≥ 2.5
- Submit Matriculation application to Dept.

Graduation Requirements

- Complete 120 hrs (40 of which are upper division CE)
- GPA ≥ 2.5, with a minimum of C in all discipline core and elective requirements
- Residency (≥30 hrs at UVU and 10 of these hours must be within the last 45 hours earned). At least 12 of the credit hours earned in residence must be in approved CS + ECE courses
- Transfer credits <80 hrs total, and <20 hrs in CS and ECE courses
- Complete one Global/Intercultural course
- Complete two Writing Enriched (WE) courses

Minoring in CS

** Students may minor in CS if two elective courses from CS 3100 or above are taken.

Color Key

Matriculation Requirements

Computer Engineering Core

General Education