COMPUTER ENGINEERING

Computer Engineering (CpE) is a discipline that embodies the science and technology of design, construction, implementation, and maintenance of software and hardware components of computing systems and computer-controlled equipment. Studies in computer engineering integrate fields from both computer science (CS) and electrical engineering (EE).

About this Program

- **College**: Herbert Wertheim College of Engineering (http://catalog.ufl.edu/UGRD/colleges-schools/UGENG/)
- **Degree**: Bachelor of Science in Computer Engineering
- **Credits for Degree**: 126
- **More Info**

To graduate with this major, students must complete all university, college, and major requirements.

Department Information

Electrical engineers study electricity and design electrical systems that solve problems—how to make your smartphones smarter; how to make your refrigerator run more efficiently; coming up with the optimal temperature to heat pizza in your microwave; designing the audio and visual technology that brings movies to life.

Website (https://www.ece.ufl.edu/)

CONTACT

352.392.9758 (tel) | 352.294.0911 (fax)

P.O. Box 116200
968 Center Drive
216 LARSEN HALL
GAINESVILLE FL 32611-6200

Map (http://campusmap.ufl.edu/#/index/0722)

Curriculum

- Combination Degrees
- Computer Engineering
- Electrical Engineering
- Electrical Engineering Minor

Computer engineering (CpE) brings a core competency and unique value of integrated knowledge in both computer software and hardware, providing a balance among computer systems, hardware and software as well as theory and applications. Specialization in computer engineering is provided via technical electives from the Department of Computer and Information Science (www.cise.ufl.edu (http://www.cise.ufl.edu/)) and Engineering and the Department of Electrical and Computer Engineering (www.ece.ufl.edu (http://www.ece.ufl.edu/)). By properly choosing electives, students can specialize in knowledge areas such as computer architecture, computer system engineering, digital signal processing, embedded systems, intelligent systems, networking and communication and security. Also, opportunities for cooperative education provide students a better understanding of the industrial applications of computer engineering technologies. Graduates will be prepared to pursue graduate studies in computer engineering or they can choose from many different careers related to computing and their applications in high technology environments.

Accredited by the Engineering Accreditation Commission of ABET, http://www.abet.org (https://urldefense.proofpoint.com/v2/url?u=http%3A__www.abet.org&d=WgNTbQyUwOwAM:BZaaoJH15XqgywCk0sKQGmQfTFs9ctONwF61LCf7j9dsHsY5s1rdxQj5Ao06s0I-fZTQg5r3jRRG4P%3D&c=0kDomaK3zhYRudqqynggUw%3D%3D). By properly choosing electives, students can specialize in knowledge areas such as computer architecture, computer system engineering, digital signal processing, embedded systems, intelligent systems, networking and communication and security. Also, opportunities for cooperative education provide students a better understanding of the industrial applications of computer engineering technologies. Graduates will be prepared to pursue graduate studies in computer engineering or they can choose from many different careers related to computing and their applications in high technology environments.

Program Education Objectives

Graduates from the Bachelor of Science in Computer Engineering will:

1. Advance in careers utilizing their education in computer engineering;
2. Continue to enhance their knowledge through graduate or professional studies, self-learning, and on-job training;
3. Become leaders in multidisciplinary and diverse professional environments.

Mission

- To educate undergraduate majors as well as the broader campus community in the fundamental concepts of the computing discipline
- To create and disseminate computing knowledge and technology
- To use our expertise in computing to help society solve problems.

Admission Requirements

Successful applicants must have earned a 2.5 grade point average, based on the first two attempts, in the seven pre-professional courses and have earned a minimum grade of C in each course of Calculus 1, Calculus 2, Calculus 3, Physics with Calculus 1, Physics with Calculus 2, General Chemistry 1, and Differential Equations. Only the first two attempts (including withdrawals) in each course will be considered for admission to or retention in the department.

Transfer students must attend Transfer Preview as part of admissions. Course equivalency appeals must be submitted to earn credit for coursework completed outside of Common Course Numbering for Core CpE coursework and will be reviewed on a case by case basis.

Computer Engineering Requirements

A minimum grade of C is required for each critical-tracking course and the critical-tracking GPA must be a minimum of 2.5.

A minimum grade of C is required in any computer engineering course that is a prerequisite for another computer engineering course and CpE Design 2 CEN 3908C. The prerequisite course and its subsequent course cannot be taken the same term, even if the prerequisite course is being repeated.

Minimum grades of C are required in:

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credits</th>
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</thead>
<tbody>
<tr>
<td>CDA 3101</td>
<td>Introduction to Computer Organization</td>
<td>3</td>
</tr>
<tr>
<td>CEN 3031</td>
<td>Introduction to Software Engineering</td>
<td>3</td>
</tr>
<tr>
<td>COP 3502C</td>
<td>Programming Fundamentals 1</td>
<td>4</td>
</tr>
<tr>
<td>COP 3503C</td>
<td>Programming Fundamentals 2</td>
<td>4</td>
</tr>
<tr>
<td>COP 3530</td>
<td>Data Structures and Algorithm</td>
<td>3</td>
</tr>
<tr>
<td>COT 3100</td>
<td>Applications of Discrete Structures</td>
<td>3</td>
</tr>
<tr>
<td>EEL 3701C</td>
<td>Digital Logic and Computer Systems</td>
<td>4</td>
</tr>
<tr>
<td>ENC 3246</td>
<td>Professional Communication for Engineers</td>
<td>3</td>
</tr>
<tr>
<td>CpE Design 1</td>
<td></td>
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</tbody>
</table>
A CpE major grade point average (GPA) is calculated as the average of the grades of all the CISE and ECE courses taken by the student. CpE students must maintain a cumulative, college, upper-division and CpE major GPA minimum of 2.0.

Students who do not meet these requirements will be placed on academic probation and will be required to prepare a probation contract with a CpE advisor. Students are normally given two terms to remove their deficit points; however, students who do not satisfy the conditions of the first term of probation may be dismissed from the program.

All graduating seniors must complete an exit survey with their advisor before graduating.

**Critical Tracking**

Critical Tracking records each student's progress in courses that are required for entry to each major. Please note the critical-tracking requirements below on a per-semester basis.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites (http://www.flvc.org/cpp/displayRecord.jsp?cip=140901&track=01) may be used for transfer students.

**Semester 1**
- Complete 1 of 7 critical-tracking courses with a minimum grade of C within two attempts: CHM 2045 or CHM 2095, MAC 2311, MAC 2312, MAP 2302, PHY 2048, PHY 2049
  - 2.5 GPA required for all critical-tracking courses
  - 2.0 UF GPA required

**Semester 2**
- Complete 2 additional critical-tracking courses with a minimum grade of C within two attempts
  - 2.5 GPA required for all 7 critical-tracking courses
  - 2.0 UF GPA required

**Semester 3**
- Complete 2 additional critical-tracking courses with minimum grades of C within two attempts
  - 2.5 GPA required for all 7 critical-tracking courses
  - 2.0 UF GPA required

**Semester 4**
- Complete all 7 critical-tracking courses with minimum grades of C within two attempts
  - 2.5 GPA required for all 7 critical-tracking courses
  - 2.0 UF GPA required

**Semester 5**
- Complete EEL 4744C
  - 2.5 GPA required for all 7 critical-tracking courses
  - 2.0 UF GPA required

**Semester 6**
- Complete CEN 3031 and EFL 4712C with a grade of C or better
  - 2.0 departmental GPA required
  - 2.0 UF GPA required

**Semester 7**
- Complete CpE Design 1 course with a grade of C or better
  - Complete at least 4 of 6 Technical Electives
  - 2.0 departmental GPA required
  - 2.0 UF GPA required

**Semester 8**
- Complete CpE Design 2 course with a grade of C or better
  - 2.0 departmental GPA required
  - 2.0 UF GPA required

**Model Semester Plan**

Students are expected to complete the general education International (GE-N) and Diversity (GE-D) requirements. This is often done concurrently with another general education requirement, typically GE-C, H, or S.

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold. These courses must be completed by the terms as listed above in the Critical Tracking criteria.

This semester plan represents an example progression through the major. Actual courses and course order may be different depending on the student's academic record and scheduling availability of courses. Prerequisites still apply.

<table>
<thead>
<tr>
<th>Course</th>
<th>Title</th>
<th>Credits</th>
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<tbody>
<tr>
<td><strong>Semester One</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Quest 1</td>
<td>(Gen Ed Humanities)</td>
<td>3</td>
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<tr>
<td>COP 3502C</td>
<td>Programming Fundamentals 1</td>
<td>4</td>
</tr>
<tr>
<td>EGN 2020C</td>
<td>Engineering Design &amp; Society (Critical Tracking; Gen Ed Physical Science)</td>
<td>2</td>
</tr>
<tr>
<td>MAC 2311</td>
<td>Analytic Geometry and Calculus 1 (Critical Tracking; State Core Gen Ed Mathematics)</td>
<td>4</td>
</tr>
<tr>
<td>State Core Gen Ed Composition (Writing requirement, 6,000 words)</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td><strong>Credits</strong></td>
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<td>16</td>
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<tr>
<td><strong>Semester Two</strong></td>
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<td></td>
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<tr>
<td>Quest 2</td>
<td>(Gen Ed Social and Behavioral Sciences with Diversity; Writing Requirement)</td>
<td>3</td>
</tr>
<tr>
<td>COP 3503C</td>
<td>Programming Fundamentals 2</td>
<td>4</td>
</tr>
<tr>
<td>COT 3100</td>
<td>Applications of Discrete Structures</td>
<td>3</td>
</tr>
<tr>
<td>MAC 2312</td>
<td>Analytic Geometry and Calculus 2 (Critical Tracking; State Core Gen Ed Mathematics)</td>
<td>4</td>
</tr>
<tr>
<td>PHY 2048</td>
<td>Physics with Calculus 1 (Critical Tracking; Gen Ed Physical Sciences)</td>
<td>3</td>
</tr>
<tr>
<td><strong>Credits</strong></td>
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<td>17</td>
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<tr>
<td><strong>Semester Three</strong></td>
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<tr>
<td>CDA 3101</td>
<td>Introduction to Computer Organization</td>
<td>3</td>
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Technical Electives

18 Credits

- At least 12 credits must be from the CISE and/or ECE department(s).
- Courses must be 3000-level or higher.
- Courses not permitted as technical electives: any core courses, EEL 3834, EEL 3003, CGS 3063, CGS 3065, and COP 3275
- A CpE student will have credit for two programming courses (Java and C++). One additional programming language course (not Java or C++) can count as a technical elective.
- A maximum of 6 credits can come from the following categories:
  - 4000-level courses in the mathematics department
  - 3000-level courses in the physics department
  - 4000-level courses in the statistics courses
  - Any advisor-approved course

Academic Learning Compact

The Bachelor of Science in Computer Engineering is concerned with the theory, design, development and application of computer systems and information processing techniques. Students will be equally proficient working with computer systems, hardware and software, as well as computer theory and applications.

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Before Graduating Students Must

- Pass assessment according to department rubric of student performance on a major design experience.
- Pass assessment in one or more core courses of individual assignments targeted to each SLO.
- Complete requirements for the baccalaureate degree, as determined by faculty.

Students in the Major Will Learn to Student Learning Outcomes (SLOs)

Content

1. Apply knowledge of mathematics and science to computer engineering problems.
2. Design and conduct computer-engineering experiments, analyzing and interpreting the data.

Critical Thinking

3. Design a computer engineering system, component or process to meet desired needs within realistic economic, environmental, social, political, ethical, health and safety, manufacturability and sustainability constraints.

Communication

4. Communicate technical data and design information effectively in writing and in speech to other computer scientists and engineers.
Curriculum Map

I = Introduced; R = Reinforced; A = Assessed

<table>
<thead>
<tr>
<th>Courses</th>
<th>SLO 1</th>
<th>SLO 2</th>
<th>SLO 3</th>
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<td>EEL 3701C</td>
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<td>I</td>
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Assessment Types

- Assignments
- Exams
- Reports
- Exit survey