

COMPUTER ENGINEERING (CENG)

CENG4100 | Computer Architecture | Lecture/Laboratory (4 Credits)

This course will cover the basics of computer architecture and organization. A variety of computer processor architectures will be analyzed and experimented with to evaluate each in terms of performance, power consumption, etc.

Prerequisite(s): EENG3211

CENG4150 | Senior Design Project | Capstone (2 Credits)

Senior Design Project to implement the learning gained from previous years of study. This course will vary based on the instructor and students' areas of interest.

CENG4200 | Embedded Systems | Lecture/Laboratory (3 Credits)

This course will cover the basics of designing, interfacing, configuring, and programming embedded systems. The course will utilize inexpensive, popular embedded systems, like Arduino, which are used by hobbyists, researchers, and in industry, to implement the techniques learned in class.

Prerequisite(s): EENG3211

CENG4300 | Computational Optimization in HW | Lecture/Laboratory (3 Credits)

This course will cover topics such as (but not limited to) techniques for speeding up hardware implementations, including system restructuring, algorithms, and hardware innovations. Students will learn the importance of code optimization trade offs for available hardware resources.

Prerequisite(s): SENG2220