

COMPUTER ENGINEERING (MINOR)

This program was approved for students entering the university in the Summer 2019–Spring 2020 catalog year. For more information about catalog year, go to Catalog Year Information (<http://catalog.louisville.edu/undergraduate/university-wide-unit-specific-policies/catalog-year/>).

Minor in Computer Engineering

Unit: Speed School of Engineering (<http://engineering.louisville.edu>) (SS)
Department: Computer Science and Engineering (<http://engineering.louisville.edu/computer/>)
Academic Plan Code: CECSMINOR

Program Requirements

The Minor in Computer Engineering program is for undergraduate students in the J.B. Speed School of Engineering (SSoE) who are majoring in disciplines other than Computer Science and Engineering (CSE).

Prerequisite for admission to the minor in Computer Engineering is admission in a SSoE Bachelor of Science program other than CSE. Students should see their advisor for admission details.

The Computer Engineering minor requires successful completion of the following 19 or 20 credit hours with a GPA of 2.25 or higher:

Required Coursework

Code	Title	Hours
CSE 130	Introduction to C and C++ Programming Languages	3
CSE 302	Data Structures	3
CSE 420	Design of Operating Systems	3
CSE/ECE 412	Introduction to Embedded Systems ¹	3
CSE 525/ECE 516	Microcomputer Design	4
Select one of the following:		3-4
CSE 516/ ECE 518	Fundamentals of Computer Communications and Networks ¹	
CSE 510/ ECE 511 or ECE 510/511	Computer Design ¹	
Minimum Total Hours		19-20

NOTE: At least 9 semester hours must be successfully completed while enrolled at the University of Louisville.

¹ This course requires one or more prerequisite courses which are NOT included in the required coursework for the Computer Engineering minor.