Computer engineering is a broad field with applications in almost all areas of industry including software and hardware computer systems, and computing electronics. The Department of Computer Science and the Department of Electrical Engineering jointly offers the Bachelor of Science in Computer Engineering (BSCE) degree, accredited by ABET since 2009.

The program awards a Bachelor of Science in Computer Engineering (BSCE). Computer engineering is a discipline that embodies the science and technology of design, construction and implementation of software and hardware components of modern computing hardware and software systems and computer-controlled equipment. The body of knowledge for computer engineering includes algorithms, computer architecture and organization, computer systems engineering, circuits and signals, database systems, digital logic, digital signal processing, electronics, embedded systems, computer networks, operating systems, programming, software engineering and discrete structures. The curriculum was designed following the guidelines of ACM and IEEE model curricula to meet ABET standards.

This degree provides a broad, solid education in computer engineering fundamentals as well as the opportunity for in-depth study in specialized topics. Students completing the program will have a rigorous foundation for software and hardware engineering practice in industry as well as for graduate studies in computer science, computer engineering and other related disciplines. The program has well-equipped, accessible laboratories and extensive computing facilities.

The Computer Engineering Program is a joint program delivered by the Department of Computer Science and the Department of Electrical Engineering. The Computer Engineering program prepares students to pursue advanced study or to enter the dynamic and interdisciplinary field that continues to experience rapid growth and impacts many aspects of human endeavor. The program is designed to provide students with a balanced perspective of hardware and software, and the analysis, design, and implementation techniques for integrated computer systems. The faculty endeavor to be accessible, maintain state of the art instruction and facilities, and to provide liberal access to laboratories and academic support.

STUDENT LEARNING OUTCOMES:

1. A knowledge of mathematics and basic sciences necessary for the analysis and design of computer software, hardware, and systems.
2. An understanding of the principles of computer programming, software engineering, algorithms, data structures, computer organization and architecture, operating systems, and computer networking.
3. An understanding of the principles of microprocessor systems, digital electronics, electrical circuits, electronics, and embedded systems, and an understanding of the applications of computer engineering principles.
4. An ability to use analysis and design tools to produce integrated systems containing hardware and software.
5. A depth and breadth of knowledge that goes beyond the basic skills expected of all computer engineering students with further specialization in either the software track or the hardware track.
6. An ability to apply these principles and practices to a variety of computer engineering problems.
7. An ability to successfully complete design projects of substantial complexity.
8. An ability to understand and learn new technological developments in the field.
9. An ability to work effectively in teams.
10. An ability to communicate effectively in graphical, oral, and written media.
11. An understanding of the professional responsibility of an engineer and how engineering solutions impact safety, economics, ethics, politics, and societal and cultural issues.

A – GENERAL EDUCATION CORE – 42 HOURS

Students must fulfill the General Education Core requirements. The courses listed below satisfy both degree requirements and General Education Core requirements.
Mathematics – 3 hours
   MATH 2413 Calculus I (or MATH 2487 Honors) three-hour lecture

Life and Physical Science – 6 hours
   PHYS 2425 Physics for Scientists and Engineers I three-hour lecture
   PHYS 2426 Physics for Scientists and Engineers II three-hour lecture

Language, Philosophy, and Culture – 3 hours
   PHIL 1310 Ethics, Happiness, and the Good Life (Must be Engineering/Computer Science section)

Integrative and Experiential Learning – 6 hours
   Choose any course from Humanities, except Professional Ethics, and complete:
   CMPE 1370 Engineering Computer Science I (or CMPE 1378 Honors)

B – MAJOR REQUIREMENTS – 65 HOURS (49 advanced minimum)

1 – Computer Engineering Core – 38 hours (25 advanced)
   CMPE 1101 Introduction to Computer Engineering
   CMPE 1170 Engineering Computer Science I Lab (or CSCI 1178 Honors)
   CMPE 2320 Electrical Circuits I
   CMPE 2120 Electrical Circuits I Lab
   CMPE 2330 Digital Systems Engineering I
   CMPE 2130 Digital Systems Engineering I Lab
   Choose one:
      CMPE 2380 Computer Science II
      CSCI 2380 Computer Science II
   CMPE 3333 Algorithms and Data Structures
   CMPE 3334 Systems Programming
   CMPE 3340 Software Engineering I
   CMPE 3403 Electronics for Computer Engineering
   CMPE 4303 Digital Systems Engineering II
   CMPE 4334 Operating Systems
   CMPE 4335 Computer Architecture
   CMPE 4375 Introduction to VLSI Design

2 – Senior Design – 6 hours (6 advanced)
   Choose one pair:
      CMPE 4371 Senior Design I Software and CMPE 4372 Senior Design II Software
      CMPE 4373 Senior Design I Hardware and CMPE 4374 Senior Design II Hardware

3 – Technical Electives – 6 hours (6 advanced)
   Choose from (Additional courses available with Advisor or Program Director Approval):
      CMPE 4301 Digital Image Processing
      CMPE 4327 Compiler Construction
      CMPE 4336 Parallel and Distributed Computing
      CMPE 4363 Computer and Network Security
      CMPE 4341 Topics in Computer Science
      CMPE 4350 Artificial Intelligence
      CMPE 4365 Digital Signal Processing
      CMPE 4366 Image Processing
      CMPE 4367 Fiber Optics Communications
      CMPE 4378 Signal Integrity and Electromagnetic Compatibility
CMPE 4381 Interactive Systems and User Interface Design  
CMPE 4382 Computer Visualization

4 – Concentrations – 15 hours (12 advanced minimum)  
Choose one concentration:

a – Software – 15 hours (12 advanced)  
CMPE 2333 Computer Organization and Assembly Language  
CMPE 3341 Software Engineering II  
CMPE 4345 Computer Networks  
CMPE 4333 Database Design and Implementation  
Choose one:  
CMPE 3326 Object Oriented Programming in JAVA  
CMPE 3328 Object Oriented Programming in C#

b – Hardware – 15 hours (15 advanced)  
CMPE 3322 Signals and Systems  
CMPE 3226 Electrical Engineering I Lab  
CMPE 3331 Microcontroller and Embedded Systems Lab  
CMPE 4390 Communication Networks  
CMPE 3437 Microprocessor Systems

C – SUPPORT COURSES – 19 HOURS (6 advanced)  

1 – Physics Lab – 2 hours  
PHYS 2425 Physics for Scientists and Engineers I one-hour lab  
PHYS 2426 Physics for Scientists and Engineers II one-hour lab

2 – Basic Science – 3 hours  
Choose one:  
CHEM 1311 General Chemistry I  
CHEM 1307 Chemistry for Engineers

3 – Mathematics – 14 hours (6 advanced)  
MATH 2413 Calculus I (or MATH 2487 Honors) one-hour lecture  
MATH 2414 Calculus II (or MATH 2488 Honors)  
MATH 2346 Mathematics for Electrical and Computer Engineers  
MATH 3341 Differential Equations  
MATH 4337 Probability and Statistics I

TOTAL CREDIT HOURS FOR GRADUATION – 126 HOURS

TOTAL ADVANCED HOURS (MINIMUM) – 55 HOURS

ADMISSION, PROGRESSION, AND GRADUATION REQUIREMENTS, if applicable:

Graduation requirements

1. As part of the degree, all students must complete a two-semester capstone senior design project, represented by CMPE 4371 and CMPE 4372 or CMPE 4372 and CMPE 4374 in the degree plan. This project must be of substantial scope and complexity, demonstrate competencies from across the
curriculum (in particular, the ability to design computer software, electronic hardware and integrate the two in systems) and address the social, economic and ethical consequences of the project.

2. In addition to the graduation requirements listed in the UTRGV 2015-2017 Undergraduate Catalog, demonstration of proficiency in a language other than English is required at the undergraduate level equivalent to a minimum of six credit hours. Proficiency can be demonstrated by a college credit exam, a placement test approved through the UTRGV Department of Writing and Language Studies, and/or up to six credit hours of college-level language coursework.