COMPUTER ENGINEERING MINOR

The Minor in Computer Engineering provides students with the opportunity to gain experience with microprocessors and other computer hardware and to apply their programming skills to design embedded systems that are the basis for the Internet of Things (IoT). The minor is appropriate for students who are studying engineering (except computer engineering), science, and mathematics as well as students from business or other disciplines who would like to know more about the electronics that are increasingly being used in industrial and consumer products.

Course Requirements for the Minor

The following courses, or their approved transfer equivalents, are required of all candidates for this minor.

Course	Title	Units
CSCI 111	Programming and Algorithms I	4
EECE 144	Logic Design Fundamentals	4
EECE 237	Embedded Systems Development	3
EECE 343	Computer Architecture Performance and Implementation	4
Select one of the following:		3-4
EECE 110	Basic Electricity and Instruments	
EECE 211 & 211L	Linear Circuits I and Linear Circuits I Activity	
Select seven units from the following:		7
Upper-division Electrical/Electronic Engineering (EECE) or Computer Science (CSCI) courses, of which at least three units must be approved upper-division EECE units.		
Total Units		**25-26**