









# University of Idaho Study Abroad Transformative Learning Map

## College of Engineering

### Computer Engineering 5-Year Plan

#### Key

	= Could study abroad
	= Could do national student exchange
	= Course has international focus
	= Could do internships, cooperative education, or research projects
	= Occasionally offered as service-learning course
	= Could do practicums or clinical experiences
---	= Pending information from department
	= Year-long sequence that should not be broken up
( )	= May be approved on a case by case basis
	= Cannot be done abroad or on national student exchange


















#### Find UI Approved International Universities for Your Major

<http://www.webs.uidaho.edu/ipo/abroad/search/subjects.htm>

#### Find USAC Study Abroad Programs for Your Major

<http://usac.unr.edu/programs/search.aspx>

This Transformative Learning Map (TLM) is intended to be used as an advising tool only, not a contract between the student and the university, and is subject to verification by the student's academic advisor and/or department chair. The TLM is designed to help students plan for transformative learning experiences such as study abroad, national student exchange, service-learning and internships. While a good faith effort has been made to provide accurate and up-to-date information for the TLM, course and degree requirements may change and so it is imperative you meet with your academic advisor to determine what changes, if any, have taken place and plan your experiences accordingly. The TLM is designed under the University of Idaho General Catalog. Please refer to the Catalog for specific requirements and seek the advice of your advisor for questions.

Key	Course Information	Credit	Note	Key	Course Information	Credit	Note
<b>First Year:</b>							
	<b>FALL</b>				<b>SPRING</b>		
	Engl 101-Intro to College Writing	3			Comm 101-Public Speaking	2	
	Math 143 & 144- Pre-Calc Algebra/Analytic Geometry <u>and</u> Analytic Trig	4+			ECE 101(S)-Foundations of Electrical and Computer Engineering (ECE)	2	
	CS 120-Computer Science I	4			Math 170-Analytic Geometry/Calculus I	4	
	Core 103-118-Core Discovery	4			Engl 102-College Writing and Rhetoric	3	
					Core 153-168-Core Discovery	3	
	<b>Total</b>	<b>8</b>			<b>Total</b>	<b>14</b>	<b>TOTAL 22</b>
<b>Second Year:</b>							
	<b>FALL</b>				<b>SPRING</b>		
	CS 150-Computer Org/Architecture	3			CS 121-Computer Science II	4	
	Math 175-Analytic Geometry & Calculus II	4			ECE 210-Circuits I	3	
	Math 176-Discrete Mathematics	3			ECE 211-Circuits I Lab	1	
---	Phys 211-Engineering Physics I & Lab	4			ECE 292(S)-Sophomore Seminar	0	
					Math 310-Differential Equations	3	
				---	Phys 212-Engineering Physics II & Lab	4	
	<b>Total</b>	<b>14</b>			<b>Total</b>	<b>15</b>	<b>TOTAL 29</b>
<b>Third Year:</b>							
	<b>FALL</b>				<b>SPRING</b>		

→	ECE 212-Circuits II	3		→	ECE 310-Fund of Electronics	3	
→	ECE 213 Circuits II Lab	1		→	ECE 311-Fund of Electronics Lab	1	
→	ECE 240-Digital Logic	3		→	CS 210-Programming Languages	3	
→	ECE 241-Digital Logic Lab	1		→	SE (Science Elective)	4	
→	Math 330-Linear Algebra	3		→	HS/INT (Economics Elective)	3	
→	Stat 301 Probability & Statistics	3					
	<b>Total</b>	<b>14</b>			<b>Total</b>	<b>14</b>	<b>TOTAL 28</b>

#### Four Year:

	FALL				SPRING		
→	CS 270-System Software	3		→	ECE 350-Signals and Systems	3	
→	ECE 340-Microcontrollers	3		→	ECE 351-Signals and Sys Lab	1	
→	ECE 341-Microcontrollers Lab	1		→	ECE 440(S)-Digital Systems Engr	3	
→	Engl 317-Technical Writing	3		→	CS 240-Computer Operating Systems	3	
(→)	HS (AmSt 301 or Phil 103)	3		→	HS/INT (International Elective)	3	
	<b>Total</b>	<b>13</b>			<b>Total</b>	<b>13</b>	<b>TOTAL 26</b>

#### Fifth Year:

	FALL				SPRING		
→	ECE 482-Comp Engr Senior Desig	3		→	ECE 483-Comp Engr Senior Design II	3	
→	ECE 491(F)-Senior Seminar	0		→	TE (Technical Elective)	3	
→	HS (Cluster Elective)	3		→	TE (Technical Elective)	3	
→	TE (Technical Elective)	3		→	TE (Technical Elective)	3	
→	TE (Technical Elective)	3					
	<b>Total</b>	<b>12</b>			<b>Total</b>	<b>12</b>	<b>TOTAL 24</b>

**TOTAL CREDITS**

**129**

The University of Idaho reserves the right to change, amend or discontinue any articulation agreement or curriculum plan at any time.

+Math 143 may be required prior to taking 170 depending on standardized test or math placement test scores. However, Math 143 is not part of the electrical engineering curriculum. The entire math sequence may be moved up one semester if Math 143 is not taken.

HS-Humanities/Social Science Electives: must include AmSt 301 or Phil 103 and Econ 201,202, or 272.

INT-One approved international course: the list is found in the UI Catalog.

TE-Technical Elective: Fifteen credits of upper division ECE or CS courses.

SE-Science Elective: One of the following Chem 111, Geol 111, MMBB 154 and 155, or Phys 213.

Core-Students are encouraged to complete a two-semester Core Discovery sequence. (e.g. Core 113 and 163).

Students majoring in Computer Engineering may accumulate no more that 14 credits of D's and F's in mathematics, science, or engineering courses that are used to satisfy graduation requirements, including repeats and transfer courses. **See catalog for complete degree requirements and additional information.**

Cooperative educational experiences are available through the university Cooperative Education Office and the department co-op coordinator to give the students industrial experience in their chosen field. Academic credit for co-op participation may be earned but may not be used as part of the program of study.

Courses offered only during a semester are identified above with a letter in parentheses by the course number: "S" refers to spring only courses