Computer Engineering

UNIVERSITY of WASHINGTON | BOTHELL
SCHOOL OF SCIENCE, TECHNOLOGY, ENGINEERING & MATHEMATICS

- This is a suggested schedule of courses based on degree requirements. The actual degree plan may differ depending on the course of study selected, the number of starting credits, or the starting admission point.
- This guide is not a substitute for academic advising. Contact your academic advisor with questions about scheduling, unique interests, or degree requirements.
- Applicants who are generally competitive to CompE will have the following: 1. Prerequisite GPA of 3.4, 2. Cumulative college GPA of 3.4, 3. A positive grade trend with few to no repeats. If students do not meet competitive criteria, they are still encouraged to apply.
- Two of the following prerequisites may be in-progress at the time of application: ST Math 126, PHYS 122 or CSS 143.

	Autumn	Winter	Spring
Year 1	◇ **STMATH 124 Calculus I**	◇ **STMATH 125 Calculus II**	◇ **STMATH 126 Calculus III**
	◇ **B WRIT 134 Composition**	◇ **CSS 142 + CSSSKL 142 Programming I + Lab**	◇ **CSS 143 + CSSSKL 143 Programming II + Lab**
	❖ A & H	❖ SSc/ DIV	❖ A & H

Important note: Most Computer Engineering students do not finish in 4 years (usually 4.5 ~ 5 years). Calculus series (STMATH 124, 125, 126) should be complete by end of first year to stay on track and is the prerequisite for BPHYS 121 and 122.

	Autumn	Winter	Spring
Year 2	◇ **B WRIT 135 Research Writing**	◇ **PHYS 121 Mechanics**	◇ **PHYS 122 Electromagnetism**
	B CHEM 143 + 144: Gen. I Chem (4) & Lab (2)	STMATH 208 Matrix Algebra	STMATH 224 Multivariable Calculus
	STMATH 207 Differential Equations	A & H	SSc

200-level math (STMATH 207, 208, and 224), Research Writing (B WRIT 135), and General Chemistry I (B CHEM 143 + 144) can be complete before entry to the major and will count towards degree requirements.

	Autumn	Winter	Spring
Year 3	B EE 215 Fundamentals of Electrical Engineering	B EE 233 Circuit Theory	B EE 235 Continuous Time Linear Systems
	CSS 301 Technical Writing for Computing Professionals	B EE 271 Digital Circuits and Systems	B EE 331 Devices and Circuits I
	CSS 360 Software Engineering	CSS 342 Data Structures, Algorithms, and Discrete Mathematics I	CSS 343 Data Structures, Algorithms, and Discrete Mathematics I

You must be admitted to the major to take 200+ level CSS and EE coursework.

	Autumn	Winter	Spring
Year 4	B ENGR 494: Engineering Design & Innovation (3)	Upper Division CSS or EE Elective	STMATH 390 Probability & Statistics in Engineering
	B EE 425: Microprocessor System Design	CSS 430 Operating Systems	B CE 496 Capstone Design III (4)
	CSS 427 Intro to Embedded Systems or Upper Division CSS/EE Elective	B CE 495 Capstone Design II (3)	CSS 427 Intro to Embedded Systems or Upper Division CSS/EE Elective
		SSc	A & H

◇ **Prerequisite: Must be completed prior to applying for a major.**
❖ may be fulfilled with Discovery Core
❖ CSS 427 is offered AUT/SPR quarters. Can be taken concurrently with B EE 425

All classes are 5 credits unless followed by a parenthesis with a number, indicating the number of credits.
Refer to the time schedule for up to date course offerings; including quarters, days and times

This Map is a suggested sequence of the current curriculum which may be altered to carry out the academic objectives of the University. The University specifically reserves the right to change the student's current map at any time within the student's period of study.
Last updated: 09/22/2022