

# Computer Engineering



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

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- 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 Computer Engineering 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.

Year 1	Autumn	Winter	Spring
	◆ 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
	❖ VLPA	❖ I&S	❖ VLPA
<p><i>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.</i></p>			
Year 2	Autumn	Winter	Spring
	◆ B WRIT 135 Research Writing	◆ PHYS 121 Mechanics	◆ PHYS 122 Electromagnetism
	B CHEM 143 + 144: Gen. I Chem & Lab	STMATH 308 Matrix Algebra	STMATH 324 Multivariable Calculus
STMATH 307 Differential Equations	VLPA	I&S	
<p><i>300-level math (STMATH 307, 308, and 324), 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.</i></p>			
Year 3	Autumn	Winter	Spring
	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	
<p><i>You must be admitted to the major to take 200+ level CSS and EE coursework.</i></p>			
Year 4	Autumn	Winter	Spring
	CSS 350 or 371: Business or Management Course	CSS 427 Intro to Embedded Systems	STMATH 390 Probability & Statistics in Engineering
	CSS 422 or B EE 425: Hardware or Microprocessors Course	CSS 430 Operating Systems	B CE 496 Capstone Design II
	Upper Division CSS or EE Elective	B CE 495 Capstone Design I (2)	Upper Division CSS or EE Elective
	I & S	VLPA	

- ◆ Prerequisite: Must be completed prior to applying for a major.
- ❖ may be fulfilled with Discovery Core

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: 6/17/19