

Computer Engineering



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

[Website](#)

- This is a sample 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, and 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, B PHYS 122 or CSS 143.
- It is not uncommon for students to take 4 years plus 1 or 2 quarters to complete the major.

Y e a r 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 (5) + Lab (1)	◊ CSS 143 + CSSSKL 143 Programming II (5) + Lab (1)
	❖ A & H	❖ SSc/DIV	STMATH 207 Differential Equations
<i>200-level math (STMATH 207, 208, and 224), Research Writing (B WRIT 135), and General Chemistry I (B CHEM 143 + 144) can be completed before entry to the major and will count towards degree requirements.</i>			
Y e a r 2	Autumn	Winter	Spring
	◊ B PHYS 121 Mechanics	◊ B PHYS 122 Electromagnetism	B WRIT 135 Research Writing
	B CHEM 143 + 144: Gen. I Chem (4) & Lab (2)	STMATH 224 Multivariable Calculus	STMATH 208 Matrix Algebra
	❖ A & H	❖ SSc	❖ A & H
<i>You must be admitted to the major to take 200+ level BEE and 300+ level CSS coursework.</i>			
Y e a r 3	Autumn	Winter	Spring
	B EE 215 Fundamentals of Electrical Engineering (4)	B EE 233 Circuit Theory (4)	B EE 271 Digital Circuits and Systems
	CSS 342 Data Structures, Algorithms, and Discrete Mathematics I	B EE 200 Electric Circuits Lab (2)	B EE 331 Devices and Circuits I
	STMATH 390 Probability & Statistics in Engineering	CSS 343 Data Structures, Algorithms, and Discrete Mathematics II	CSS 360 Software Engineering
Y e a r 4	Autumn	Winter	Spring
	B ENGR 494: Engineering Design & Innovation (3)	B ENGR495 Capstone Project in Engineering (3)	B ENGR496 Capstone Project in Engineering II (4)
	B EE 425: Microprocessor System Design or CSS 422*: Hardware and Computer Organization	CSS 430 Operating Systems	◊ CSS 427 Intro to Embedded Systems
	B EE 235 Continuous Time Linear Systems	Upper Division CSS or B EE Elective	CSS 301 Technical Writing for Computing Professionals
			Upper Division CSS or B EE Elective

◆ **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 or CSS 422.

* To take CSS 422, you will need to make a petition.

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: 07/31/2024

*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.*