Student: Advisor

| General Requirements: | 124 Credits minimum <br> Passing grades in all courses | Overall GPA 2.0 or above <br> Departmental GPA 2.0 or above |
| :--- | :--- | :--- |

Required Courses

| ENG 101 | ECE 100 | ECE 314 | ECE 342 |
| :---: | :---: | :---: | :---: |
| PHY 121 | ECE 101 |  | ECE 471 |
| PHY 122 | ECE 177 | Statistics (Select one) | ECE 473 |
| MAT 126 | ECE 210 | ECE 316 | ECE 486 |
| MAT 127 | ECE 214 | STS 332 |  |
| MAT 228 | ECE 271 | CHE 350 | ECE 405 |
| MAT 258 | ECE 275 |  | ECE 406 |
|  |  |  | ECE 403 |
| Discrete Math Elective (Select one) | OOP Elective (Select one) | OS Elective (Select one) |  |
| MAT 481 | ECE 198* | ECE 331 |  |
| $\cos 250$ | COS 221 | COS 331 |  |
| * ECE 198 Object Oriented Programming |  |  |  |

Technical Electives (At Least 19 Credit Hours Total) (Partial List of Courses)


Generic Technical Electives

| Grade | Credits | Course \# | Title: |
| :---: | :---: | :---: | :---: |

General Education Requirements (At least 18 credits of HV\&SC;
All HV\&SC categories covered at least once; At least one course satisfying Ethics)

|  |  |  | Human Values and Social Context (HV\&SC) |  |  |  |  |  |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Course \# | Credits | Grade | Western <br> Culture | Social <br> Context | Cultural <br> Div. | Pop \& Env. | Artistic Exp. |  |
| CMJ 103 | 3 |  |  | x |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
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## Computer Engineering Curriculum Notes

This check sheet is meant to serve as a convenience. The actual graduation requirements for any student are governed by the Undergraduate Catalog published in the year in which the student enrolls as an Electrical/Computer Engineering student. Every effort is made to ensure that the sheet is consistent with the corresponding catalog. When in doubt, the catalog is the authoritative source of information

The complete list of approved technical electives (all categories), program flow-charts, and four-year suggested plans is available on the ECE website:
https://ece.umaine.edu/undergraduate/computer-engineering-curriculum/

## Technical Electives

The program requires 19 credits of technical electives to allow technical specialization within the field. Technical electives are divided into three increasingly broad categories: "Computer Focus"; "ECE Technical Electives"; and "Generic Technical Electives". Courses used as "Technical Electives" may not be used to satisfy any other degree requirements.
"Computer Focus" electives (10 credits minimum) are specific ECE upper level courses (300, 400, or 500 level) which have been approved as having an Computer Engineering (as opposed to Electrical Engineering) focus. Most COS courses at the 300, 400 , or 500 level may also be used as "Computer Focus" electives.
"ECE Technical Electives" include all "Computer Focus" electives, and other approved ECE courses at the 300, 400, or 500 level. At least 16 credits of the selected technical electives (including the "Computer Focus" electives) must be "ECE Technical Electives".
"Generic Technical Electives" include all "ECE Technical Electives", a few additional ECE courses that have not have been approved in the above categories, and many courses that are offered by other departments. These courses (up to 3 credits) may be used to complete the 19 credit Technical Elective requirement. "Generic Technical Electives" include:

- Any ECE Technical Elective (regardless of focus)
- Any 300, 400, or 500-level course with the designation ECE, COS, CHY, PHY, BIO, BMB, BEN, CHE, CIE GEE, MAT, STS, or BUA.
- Some additional courses that have been pre-approved (including some lower-level courses and selected EET courses). See the ECE website for the list of approved courses.


## General Education Requirements

The University requires that all students successfully complete at least 18 credit hours of designated general education courses associated with Human Values and Social Context (HV\&SC). These 18 credit hours must encompass the five content areas (i) western cultural tradition, (ii) social contexts and institutions, (iii) cultural diversity and international perspectives, (iv) population and the environment, and (v) artistic and creative expression. The required CMJ 103 course meets the social contexts and institutions content area requirement. Each of the five content areas must be covered. Within these general education courses, students must also take one course that satisfies the Ethics requirement. Information regarding general education requirements can be found on the Office of Student Records web page. (Note that all other general education requirements beyond HV\&SC and Ethics are met by the required ECE curriculum.)
Computer Engineering Curriculum Flowchart
Human Values and Social
Context Electives (15 credits in
addition to CMJ 103).
Each course satisfies at least
one of five sub-categories.
Each sub-category must be
satisfied at least once.
Include "Ethics" in at least
one course if not elsewhere in
course selections.
Technical Electives (19 credits)
ECE Technical Electives
(16 credits)
Computer Focus Technical
Electives (10 credits)
Computer Focus
Cor other ECE or
Generic Elective

# Computer Engineering 2024-2025 (Class of 2028) 

Alternate 4-year plans for Honors, CEN/ELE double majors, and for students taking Pre-Calculus in their first semester are available on the ECE Web site: https://ece.umaine.edu/undergraduate/computer-engineering-curriculum/

| Fall First Year |  |  |
| :--- | :--- | :---: |
| CMJ 103 | Fund of Public Communication Human Values/Social <br> Context | 3 |
| ECE 100 | ELE \& CEN Eng Seminar | 1 |
| ECE 101 | Intro to ELE \& CEN Eng | 3 |
| MAT 126 | Calculus I | 4 |
| PHY 121 | Physics for Engineers 1 | 4 |
|  |  |  |


| Fall Sophomore |  |  |
| :--- | :--- | :---: |
| ECE 198 | Object Oriented Programming | 3 |
| ECE 210 | Electric Circuits I | 3 |
| ECE 271 | Micro Arch \& Applications | 4 |
| MAT 228 | Calculus III | 4 |
| Elective | HV \& SC (1) Cultural Diversity \& International <br> Perspectives | 3 |
|  |  |  |


| Spring Sophomore |  |  |
| :--- | :--- | ---: |
| ECE 214 | Electric Circuits II | 4 |
| ECE 275 | Sequential Logic Systems | 3 |
| Elective | Generic Focus (1) | 3 |
| MAT 258 | Diff Eqn. \& Linear Algebra | 4 |
| Elective | HV \& SC (2) - Western Cultural Tradition | 3 |
|  | 17 |  |


| Fall Junior |  |  |
| :--- | :--- | ---: |
| ECE 316 I | Random Signal Analysis IStatistics | 3 |
| STS 332 | ECE 342 | Electronics I |
| ECE 473 | Computer Architecture \& Org | 4 |
| ECE 314 | Signals and Systems | 4 |
| 3 |  |  |


| Spring Junior |  |  |
| :--- | :--- | ---: |
| ECE 331 I <br> COS 331 | Introduction to UNIX Systems Administration I <br> Operating Systems | 3 |
| ECE 405 | Design Project | 2 |
| Elective | Computer Focus (1) | 3 |
| Elective | Computer Focus (2) | 3 |
| Elective | HV \& SC (3) Population and the Environment | 3 |
| Elective | HV \& SC (4) Artistic \& Creative Expression | 3 |
|  | 17 |  |


| Fall Senior |  |  | Spring Senior |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ECE 406 | Design Project II | 4 | ECE 403 | Design Project III | 2 |
| ECE 471 | Embedded Systems | 3 | ECE 486 | Digital Signal Processing | 4 |
| $\begin{array}{\|l\|} \hline \text { MAT 481\| } \\ \text { COS 250 } \\ \hline \end{array}$ | Discrete Mathematics \| Discrete Structures | 3 | Elective | Computer Focus (4) | 1 |
| Elective | Computer Focus (3) | 3 | Elective | ECE Technical Elective (2) | 3 |
| Elective | ECE Technical Elective (1) | 3 | Elective | HV \& SC (5) Ethics | 3 |
| 16 |  |  | 13 |  |  |


|  | Total Credit Hours |
| :--- | :--- |


| ECE |
| :---: |
|  |
| Science |
| English |
| Gen Ed |

