

# Computer Engineering B.S.C.P.

120 credits, 2024/2025 Catalog

## First Year

Fall Semester	Spring Semester	
<b>4</b> <b>MAC 2281 or MAC 2311 Calculus I</b>	<b>4</b> <b>MAC 2282 or MAC 2312 Calculus II</b>	<a href="#">Apply for Progression to Upper Division end of Spring semester</a>
3 CHS 2440 or CHM 2045 Chemistry I	<b>3</b> <b>PHY 2048 General Physics I</b>	
1 CHS 2440L or CHM 2045L Chemistry I Lab	<b>1</b> <b>PHY 2048L General Physics I Lab</b>	
3 ENC 1101 Composition I	3 COT 3100 Intro Discrete Structures	
R EGN 3000 Foundations of Engineering	<u>3</u> <i>*COP 2510 Programming Concepts</i>	
<u>3</u> EGN 3000L Foundations of Engineering Lab (TGEI)		
<b>14</b> <i>Total Credits</i>	<b>14</b> <i>Total Credits</i>	

## Second Year

Fall Semester	Spring Semester	Summer
4 <b>MAC 2283 or MAC 2313 Calculus III</b>	3 MAP 2302 Differential Eq or EGN 3433 Modeling & Analysis of Eng Systems	3 Gen. Ed. Natural Science Elective
3 <b>PHY 2049 General Physics II</b>	3 ENC 1102 Composition II	3 <b>** St. Gen. Ed. Core</b>
1 <b>PHY 2049L General Physics II Lab</b>	3 CDA 3201 Logic Design	Social Science Elective
<u>3</u> <i>*COP 3514 Program Design</i>	3 CDA 3201L Logic Lab	<u>3</u> EGN 3443 Probability & Statistics for Eng. (TGEI)
<u>3</u> <i>*CDA 3103 Computer Organization</i>	3 COP 4530 Data Structures	
	<u>3</u> St. Gen. Ed. Core Humanities Elective	
<b>14</b> <i>Total Credits</i>	<b>16</b> <i>Total Credits</i>	<b>9</b> <i>Total Credits</i>

## Third Year

Fall Semester	Spring Semester	Summer
3 CDA 4205 Computer Architecture	3 CDA 4203 Computer System Design	Recommended
1 CDA 4205L Computer Architecture Lab	1 CDA 4203L Computer Syst Design Lab	<b>Internship/Co-op</b>
3 EEE 3394 Electronic Materials	3 COT 4400 Analysis of Algorithms	Company/employer name and position
3 EGN 3373 Electrical Systems I	3 CSE Hardware Elective	(see advisor for credit options – CIS 4940)
3 EGN 3615 Engineering Economics (TGED)	<u>3</u> General Elective	
<u>2</u> EGN 4450 Intro to Linear Systems		
<b>15</b> <i>Total Credits</i>	<b>13</b> <i>Total Credits</i>	

## Fourth Year

Fall Semester	Spring Semester	
3 CDA 4213 CMOS-VLSI Design	3 CIS 4910 Comp. Sci. & Eng. Project (TGEH)	
1 CDA 4213L CMOS-VLSI Design Lab	3 CIS 4250 Ethical Issues & Professional Conduct (TGEE)	
3 COP 4600 Operating Systems	3 CSE Hardware Elective	
3 ENC 3246 Communication for Engineers	<u>3</u> CSE Elective	
3 CSE Elective		
<u>1</u> <a href="#">Apply for Graduation</a>		
<b>13</b> <i>Total Credits</i>	<b>12</b> <i>Total Credits</i>	

**Notes:** Courses in bold must be completed with a competitive GPA, see overleaf for details.

R - Required course

*\* - Requires a minimum grade of a "B", "B-" is insufficient.*

\*\* Students must meet the Civics req. with credit for AMH 2010 (fall 2024 or later), AMH 2020, or POS 2041 **and** passing the FL Civics Literacy Exam

TGEI = Gen Ed Information & Data Literacy, TGED = Gen Ed Human & Cultural Diversity

TGEE = Gen Ed Ethical Reasoning & Civic Engagement, TGEH = Gen Ed High Impact Practice Capstone

*This semester plan is provided as a guide; the catalog is the definitive source of requirements.*

7/31/2024

## Computer Engineering Requirements for Progression to Upper Division

1. Completion of the following courses with a minimum grade of C and a cumulative **3.60 GPA\*** (based on best attempt) for the following courses:

\_\_\_\_\_ **Calculus I or Engineering Calculus I (MAC 2311 or MAC 2281)**  
\_\_\_\_\_ **Calculus II or Engineering Calculus II (MAC 2312 or MAC 2282)**  
\_\_\_\_\_ **Physics I with lab (PHY 2048 and 2048L)**

\* Minimum GPA for entry into the department starting fall 2024 is 3.60. This GPA is subject to change in future years; check the department website.

2. Completion of COP 2510 Programming Concepts with a minimum grade of B ("B-" is insufficient)
3. A minimum Overall GPA of 2.00
4. A minimum USF GPA of 2.00

## Continuation and Graduation Requirements

Reference Catalog: [https://catalog.usf.edu/preview\\_program.php?catoid=21&poid=10329](https://catalog.usf.edu/preview_program.php?catoid=21&poid=10329)

- Requires completion of **CDA 3103** and **COP 3514** with a minimum grade of "B" (a "B-" is insufficient) in each course based on best attempt.
- Unless otherwise stated, the minimum acceptable grade in all BSCP required math, science, and engineering courses is a C or higher (C- is insufficient). The minimum acceptable grade in specialization courses is a C-, except as stated in the program admission (progression to the upper division) and continuation requirements.
- Students must have and maintain a minimum 2.0 Semester GPA, 2.0 Math and Science GPA, 2.0 Engineering GPA, 2.0 Specialization GPA, 2.0 USF GPA, and 2.0 Overall GPA.
- All required math, science, engineering and specialization courses must be successfully completed in no more than **two** registered attempts. Grades of W, IF, U, and R are considered attempts.

## Course Equivalencies

Courses at USF	Courses at a Florida State Institution
MAC 2281 Engineering Calculus I or MAC 2311 Calculus I	MAC X311 <b>or</b> MAC X281
MAC 2282 Engineering Calculus II or MAC 2312 Calculus II	MAC X312 <b>or</b> MAC X282
MAC 2283 Engineering Calculus III or MAC 2313 Calculus III	MAC X313 <b>or</b> MAC X283
MAP 2302 Differential Equations or EGN 3433 Modeling Analysis of Eng Systems	MAP X302 <b>or</b> MAP X305
CHM 2045/CHM 2045L General Chemistry I with Lab Or CHS 2440/2440L General Chemistry for Engineers with lab	CHM X045/X045L or CHM X045C or CHM X041/X045L or CHS X440/X440L
PHY 2048/2048L General Physics I with PHY 2048L	PHY X048/X048L or PHY X048C or PHY X043/X048L
PHY 2049/2049L General Physics II or PHY 2061 Enriched Physics II with PHY 2049L	PHY X049/X049L or PHY X049C or PHY X044/X049L
COP 2510 Programming Concepts	COP XXXX (Intro Prog C, C++, Java, or equivalent)