# **COMPUTER ENGINEERING, B.S.**

In Saint Louis University's School of Science and Engineering, we have developed a unique, hands-on computer engineering program that incorporates analysis, design and development of computer systems containing hardware and software components.

As a student in the computer engineering program at SLU, you will gain a solid foundation through a combination of coursework and hands-on learning. You will use computing theory and tools to design solutions for today's technology-based devices and systems, analyze and design micro-controller-based computing hardware, and produce embedded systems that go into robots, unmanned aerial vehicles, smart cars, gaming controllers, avionics and autopilots.

With easy access to a sophisticated computer-aided design laboratory and other technological spaces, graduates will have the necessary skills for entry into the profession as productive and effective engineers or to pursue graduate education.

### **Curriculum Overview**

SLU's computer engineering program coursework provides students with both breadth and depth in computer engineering. Students develop the ability to apply their knowledge of mathematics, sciences and computer engineering to find solutions to practical problems. The program also ensures that graduates have an opportunity to work on multidisciplinary teams and develop effective communication skills.

In addition to a strong focus on computer skills and computer hardware and software, the program provides a broad design experience that is integrated throughout the program by introducing fundamental elements of the design process in coursework.

SLU's computer engineering program also includes a two-semester design sequence to provide a meaningful and significant engineering design experience that focuses on and prepares students for professional practice.

### **Fieldwork and Research Opportunities**

Benefits of SLU's computer engineering program also include several internship, research and career opportunities. Students are encouraged and assisted in obtaining summer internships with local and global companies through career services.

Undergraduate research opportunities within the college are available during the summer or regular semesters. Undergraduate students are also encouraged to seek opportunities for research with faculty of the program or faculty in other programs.

### Careers

Computer engineers enjoy a variety of career paths spanning industrial or consulting positions. Students in this program are also prepared for graduate school and professional schools such as law, business administration or medicine.

Computer engineering graduates from SLU have found employment at such companies as:

- Amazon
- AT&T
- Boeing
- Citibank
- Department of Defense
- Emerson Electric
- Express Scripts
- Garmin
- General Motors
- Intel
- Rockwell
- Samsung
- SpaceX
- Texas Instruments
- U.S. Air Force

## **Admission Requirements**

#### Begin Your Application (http://www.slu.edu/apply.php)

Saint Louis University also accepts the Common Application.

#### Freshman

All applications are thoroughly reviewed with the highest degree of individual care and consideration to all credentials that are submitted. Solid academic performance in college preparatory coursework is a primary concern in reviewing a freshman applicant's file.

To be considered for admission to any Saint Louis University undergraduate program, applicants must be graduating from an accredited high school, have an acceptable HiSET exam score or take the General Education Development (GED) test.

#### Transfer

Applicants must be a graduate of an accredited high school or have an acceptable score on the GED.

Students who have attempted fewer than 24 semester credits (or 30 quarter credits) of college credit must follow the above freshmen admission requirements. Students who have completed 24 or more semester credits (or 30 quarter credits) of college credit must submit transcripts from all previously attended college(s).

In reviewing a transfer applicant's file, the Office of Admission holistically examines the student's academic performance in college-level coursework as an indicator of the student's ability to meet the academic rigors of Saint Louis University. Where applicable, transfer students will be evaluated on any courses outlined in the continuation standards of their preferred major.

#### **International Applicants**

All admission policies and requirements for domestic students apply to international students along with the following:

- Demonstrate English Language Proficiency (https://catalog.slu.edu/ academic-policies/office-admission/undergraduate/englishlanguage-proficiency/)
- Proof of financial support must include:
  - A letter of financial support from the person(s) or sponsoring agency funding the time at Saint Louis University

- A letter from the sponsor's bank verifying that the funds are available and will be so for the duration of study at the University
- Academic records, in English translation, of students who have undertaken postsecondary studies outside the United States must include the courses taken and/or lectures attended, practical laboratory work, the maximum and minimum grades attainable, the grades earned or the results of all end-of-term examinations, and any honors or degrees received. WES and ECE transcripts are accepted.

# **Additional Admission Requirements**

In addition to the general admission and matriculation requirements of the University, applicants to SLU's engineering programs must meet the following requirements:

- **GPA**: Minimum cumulative 3.00 high school GPA for freshmen applicants and 2.70 college GPA for transfer applicants.
- **Coursework**: Fifteen total units of high school work are required: three or four units of English; four or more units of mathematics, including algebra I and II, geometry and precalculus (Algebra II with Trigonometry is not sufficient). Students should be prepared to start the first semester of freshmen year in Calculus I or higher; three or four units of science, including general science, introduction to physical science, earth science, biology, physics or chemistry; two or three units of social sciences including history, psychology or sociology; and three units of electives.

Admission to the School of Science and Engineering's degree programs is based on a combination of secondary school grades, college admission test scores, co-curricular activities and attempted college coursework, as well as other indicators of the applicant's ability, career focus and character. This process respects the non-discrimination policy of the University and is designed to select a qualified, competent and diverse student body with high standards of scholarship and character, consistent with the mission of the University.

# Tuition

TuitionCost Per YearUndergraduate Tuition\$52,260

Additional charges may apply. Other resources are listed below:

Net Price Calculator (https://www.slu.edu/financial-aid/tuition-and-costs/ calculator.php)

Information on Tuition and Fees (https://catalog.slu.edu/academic-policies/student-financial-services/tuition/)

Miscellaneous Fees (https://catalog.slu.edu/academic-policies/student-financial-services/fees/)

Information on Summer Tuition (https://catalog.slu.edu/academic-policies/student-financial-services/tuition-summer/)

# **Scholarships and Financial Aid**

There are two principal ways to help finance a Saint Louis University education:

- Scholarships: Scholarships are awarded based on academic achievement, service, leadership and financial need.
- Financial Aid: Financial aid is provided through grants and loans, some of which require repayment.

Saint Louis University makes every effort to keep our education affordable. In fiscal year 2022, 99% of first-time freshmen and 90% of all students received financial aid (https://www.slu.edu/financial-aid/) and students received more than \$445 million in aid University-wide.

For priority consideration for merit-based scholarships, apply for admission by December 1 and complete a Free Application for Federal Student Aid (FAFSA) by March 1.

For information on other scholarships and financial aid, visit www.slu.edu/financial-aid (https://www.slu.edu/financial-aid/).

# Accreditation

The aerospace engineering, biomedical engineering, civil engineering, computer engineering, electrical engineering, and mechanical engineering undergraduate curricula are accredited by the Engineering Accreditation Commission of ABET, www.abet.org (https://www.abet.org).

See Enrollment and Graduation Data for Computer Engineering (https:// www.slu.edu/science-and-engineering/\_pdfs/2018-computer-engineeringenrollment-and-graduation-data.pdf)

# **Learning Outcomes**

The undergraduate computer engineering program is accredited by the Engineering Accreditation Commission of ABET (http://www.abet.org (http://www.abet.org/)).

# **Program Educational Objectives**

The undergraduate program is designed to meet the following specific objectives in order to fulfill the departmental and institutional missions.

- Our graduates will have acquired advanced degrees or are engaged in advanced study in engineering, business, law, medicine or other appropriate fields.
- Our graduates will have established themselves as practicing engineers in electrical, computer or related engineering fields.
- Our graduates will be filling the technical needs of society by solving engineering problems using electrical or computer engineering principles, tools and practices.

### **Student Outcomes**

Student outcomes are defined by ABET as the skills that graduates will attain at the time of graduation. Student outcomes are listed below:

An ability to:

- 1. Identify, formulate, and solve complex engineering problems by applying principles of engineering, science and mathematics.
- 2. Apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors.
- 3. Communicate effectively with a range of audiences.
- 4. Recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts.
- 5. Function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives.

Floatrical and Computer Engineering Design II

- 6. Develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions.
- 7. Acquire and apply new knowledge as needed, using appropriate learning strategies.

### **Requirements**

| Coo | de |
|-----|----|
|-----|----|

#### Credits

FOF 4010

University Undergraduate Core (https://catalog.slu.edu/academic- 32-35 policies/academic-policies-procedures/university-core/)

| Basic | Engine | ering a | and Co | ommunic | ation |
|-------|--------|---------|--------|---------|-------|
|-------|--------|---------|--------|---------|-------|

Title

| basic Engineering        | and communication  |   |
|--------------------------|--|---|
| SE 1700                  | Engineering Fundamentals                                       | 2 |
| ECE 1001                 | Introduction to Electrical and Computer<br>Engineering I       | 1 |
| ENGL 1920                | Advanced Writing for Professionals                             | 3 |
| Basic Science and        | d Mathematics  |   |
| CHEM 1110<br>& CHEM 1115 | General Chemistry 1<br>and General Chemistry 1 Laboratory      | 4 |
| PHYS 1610<br>& PHYS 1620 | University Physics I<br>and University Physics I Laboratory    | 4 |
| PHYS 1630<br>& PHYS 1640 | University Physics II<br>and University Physics II Laboratory  | 4 |
| MATH 1660                | Discrete Mathematics   | 3 |
| MATH 1510                | Calculus I   | 4 |
| MATH 1520                | Calculus II  | 4 |
| MATH 2530                | Calculus III   | 4 |
| MATH 3110                | Linear Algebra for Engineers                                   | 3 |
| MATH 3550                | Differential Equations   | 3 |
| ECE 3052                 | Probability and Random Variables for Engineers                 | 3 |
| Computer Science         | e  |   |
| CSCI 1300                | Introduction to Object-Oriented Programming                    | 4 |
| CSCI 2100                | Data Structures  | 4 |
| CSCI 2300                | Object-Oriented Software Design                                | 3 |
| CSCI 2510                | Principles of Computing Systems                                | 3 |
| Computer Engine          | ering Core   |   |
| ECE 1100                 | Electrical Engineering 101                                     | 2 |
| ECE 1200                 | Computer Engineering 101                                       | 2 |
| ECE 2101                 | Electrical Circuits I  | 3 |
| ECE 2103                 | Electrical Circuits Lab  | 1 |
| ECE 2205<br>& ECE 2206   | Digital Design<br>and Digital Design Lab                       | 4 |
| ECE 3205                 | Advanced Digital Design  | 3 |
| ECE 3215<br>& ECE 3216   | Computer Systems Design<br>and Computer Systems Design Lab     | 4 |
| ECE 3217                 | Computer Architecture and Organization                         | 3 |
| ECE 3225<br>& ECE 3226   | Microprocessors<br>and Microprocessors Laboratory              | 4 |
| ECE 3130                 | Semiconductor Devices  | 3 |
| ECE 3131<br>& ECE 3132   | Electronic Circuit Design<br>and Electronic Circuit Design Lab | 4 |
| ECE 3150<br>& ECE 3151   | Linear Systems<br>and Linear Systems Lab                       | 4 |
| ECE 3090                 | Junior Design  | 1 |
| ECE 4245                 | Computer Networks Design                                       | 3 |
| ECE 4800                 | Electrical and Computer Engineering Design I                   | 3 |

| EUE                | 4010   |   | 3                    |
|--------------------|--|---|----------------------|
| ECE                | or CSCI Elect  | ives  | 6                    |
| S<br>ai<br>pi<br>b | tudents are re<br>nd as offered.<br>rogram for a c<br>e used to sati | equired to take six (6) credits from an approved<br>A partial list is given below. Please check with<br>complete list of approved electives. Electives ca<br>sfy other curriculum requirements. | list<br>the<br>annot |
| E                  | CE 3110  | Electric Energy Conversion  |                      |
| E                  | CE 3140  | Electromagnetic Fields  |                      |
| E                  | CE 4225  | Hardware/Software Co-Design   |                      |
| E                  | CE 4226  | Mobile Robotics   |                      |
| E                  | CE 4235  | Digital IC Design   |                      |
| E                  | CE 4151  | Digital Signal Processing   |                      |
| С                  | SCI 3100   | Algorithms  |                      |
| С                  | SCI 3200   | Programming Languages   |                      |
| С                  | SCI 4710   | Databases   |                      |
| С                  | SCI 4740   | Artificial Intelligence   |                      |
| Tech               | nnical Elective  | 2   | 3                    |
| S                  | elect one 3-cr   | redit course <sup>1</sup>   |                      |
| Inter              | rnship and Co  | ор  |                      |
| Alth<br>inter      | ough not requ<br>mship or coop                                       | ired, students can elect to participate in an<br>perative experience before graduation.   |                      |
| Sele               | ct from the fo   | ollowing:   | 0                    |
| E                  | CE 2910  | Co-op in Electrical and Computer Engineering  |                      |
| E                  | CE 3910  | Co-op with Industry   |                      |
| E                  | CE 4910  | Co-Op with Industry   |                      |
| E                  | CE 2915  | Internship with Industry  |                      |
| E                  | CE 3915  | Internship with Industry  |                      |
| Е                  | CE 4915  | Internship with Industry  |                      |
| Tota               | l Credits  |   | 133-136              |

<sup>1</sup> One 3 credit course selected from an approved list in science, mathematics, or engineering, at the 2000-level or higher, or Computer Science at 3000 or higher.

### **Non-Course Requirements**

All Science and Engineering B.A. and B.S. students must complete an exit interview/survey near the end of their bachelor's program.

#### **Continuation Standards**

Students must maintain a minimum 2.00 GPA.

### Roadmap

Roadmaps are recommended semester-by-semester plans of study for programs and assume full-time enrollment unless otherwise noted.

Courses and milestones designated as critical (marked with !) must be completed in the semester listed to ensure a timely graduation. Transfer credit may change the roadmap.

This roadmap should not be used in the place of regular academic advising appointments. All students are encouraged to meet with their advisor/mentor each semester. Requirements, course availability and sequencing are subject to change.

| Course<br>Year One<br>Fall | Title   | Credits |
|----------------------------|---|---------|
| ECE 1001                   | Introduction to Electrical and Computer<br>Engineering I      | 1       |
| SE 1700                    | Engineering Fundamentals                                      | 2       |
| CHEM 1110<br>& CHEM 1115   | General Chemistry 1<br>and General Chemistry 1 Laboratory     | 4       |
| ENGL 1920                  | Advanced Writing for Professionals <sup>1</sup>               | 3       |
| MATH 1510                  | Calculus I  | 4       |
| ECE 1200<br>or ECE 1100    | Computer Engineering 101<br>or Electrical Engineering 101     | 2       |
| CORE                       | Equity and Global Identities: Identities in Context           | 0-3     |
|                            | Credits   | 16-19   |
| Spring                     |   |         |
| CSCI 1300                  | Introduction to Object-Oriented<br>Programming                | 4       |
| MATH 1660                  | Discrete Mathematics  | 3       |
| MATH 1520                  | Calculus II   | 4       |
| PHYS 1610 & PHYS 1620      | University Physics I<br>and University Physics I Laboratory   | 4       |
| ECE 1100                   | Electrical Engineering 101                                    | 2       |
| or ECE 1200                | or Computer Engineering 101                                   |         |
| Year Two<br>Fall           | Credits   | 17      |
| LECE 2101<br>& ECE 2103    | Electrical Circuits I<br>and Electrical Circuits Lab          | 4       |
| MATH 2530                  | Calculus III  | 4       |
| CORE 1200                  | Eloquentia Perfecta 2: Oral and Visual<br>Communication       | 3       |
| PHYS 1630<br>& PHYS 1640   | University Physics II<br>and University Physics II Laboratory | 4       |
| CORE 2500                  | Cura Personalis 2: Self in Contemplation                      | 0       |
| CORE 2800                  | Eloquentia Perfecta 3: Creative Expression                    | 2-3     |
|                            | Credits   | 17-18   |
| Spring                     |   |         |
| CSCI 2100                  | Data Structures   | 4       |
| ECE 2205<br>& ECE 2206     | Digital Design<br>and Digital Design Lab                      | 4       |
| MATH 3110                  | Linear Algebra for Engineers                                  | 3       |
| MATH 3550                  | Differential Equations  | 3       |
| ECE 3052                   | Probability and Random Variables for<br>Engineers             | 3       |
|                            | Credits   | 17      |
| Year Three<br>Fall         |   |         |
| ECE 3217                   | Computer Architecture and Organization                        | 3       |
| ECE 3130                   | Semiconductor Devices   | 3       |
| LECE 3150<br>& ECE 3151    | Linear Systems and Linear Systems Lab <sup>2</sup>            | 4       |
| ECE 3225<br>& ECE 3226     | Microprocessors and Microprocessors Laboratory <sup>2</sup>   | 4       |

| ECE 3205                   | Advanced Digital Design   | 3       |
|----------------------------|---|---------|
|                            | Credits   | 17      |
| Spring                     |   |         |
| CSCI 2510                  | Principles of Computing Systems                                   | 3       |
| ECE 3090                   | Junior Design   | 1       |
| ECE 3131                   | Electronic Circuit Design   | 4       |
| & ECE 3132                 | and Electronic Circuit Design Lab                                 |         |
| ECE 3215                   | Computer Systems Design   | 4       |
| & ECE 3216                 | and Computer Systems Design Lab                                   |         |
| CSCI 2300                  | Object-Oriented Software Design                                   | 3       |
| CORE 3500                  | Cura Personalis 3: Self in the World                              | 1       |
| CORE                       | Equity and Global Identities: Global                              | 0-3     |
|                            | Interdependence   |         |
|                            | Credits   | 16-19   |
| Year Four                  |   |         |
| Fall                       |   |         |
| ECE 4800                   | Electrical and Computer Engineering<br>Design I <sup>4</sup>      | 3       |
| CORE 1600                  | Ultimate Questions: Theology                                      | 3       |
| ECE/CSCI Electi            | ve <sup>5</sup>   | 3       |
| CORE 1700                  | Ultimate Questions: Philosophy                                    | 3       |
| CORE 3600                  | Ways of Thinking: Social and Behavioral<br>Sciences               | 3       |
| CORE                       | Eloquentia Perfecta: Writing Intensive                            | 0-3     |
| CORE 4000                  | Collaborative Inquiry   | 0-3     |
|                            | Credits   | 15-21   |
| Spring                     |   |         |
| ECE 4810                   | Electrical and Computer Engineering<br>Design II                  | 3       |
| ECE 4245                   | Computer Networks Design  | 3       |
| ECE/CSCI Electi            | ve <sup>5</sup>   | 3       |
| CORE 3400                  | Ways of Thinking: Aesthetics, History, and<br>Culture             | 3       |
| Technical Electiv          | ve <sup>3</sup>   | 3       |
| CORE 4500                  | Reflection-in-Action  | 0       |
| CORE                       | Equity and Global Identities: Dignity, Ethics, and a Just Society | 0-3     |
|                            | Credits   | 15-18   |
|                            | Total Credits   | 130-146 |
| <sup>1</sup> Students pood | ling prerequisite work in writing skills as determ                | ined by |

Students needing prerequisite work in writing skills as determined by ACT or SAT scores will be required to take ENGL 1500 The Process of Composition (3 cr)

 <sup>2</sup> Prerequisite requirement of computer programming, either CSCI 1060, CSCI 1300, or BME 2000

<sup>3</sup> Must be selected from courses in science, math, computer science, or engineering at the 2000 level or higher.

<sup>4</sup> Requires Senior standing (all required technical courses through the junior year have been completed and passed)

<sup>5</sup> Must be taken from an approved list of engineering or CSCI elective courses.