# COMPUTER ENGINEERING (CENG)

#### School of Engineering, College of Engineering and Physical Sciences

Computer Engineering – the application of computer science and electrical/electronics engineering to develop computer hardware and software. Graduates in Computer Engineering gain skills and use computer aided-design tools that enable them to design, implement, and develop processors, hardware accelerators and associated software. These skills lead to efficient hardware/software co-design and the ability to develop user/application-level software. This major provides students with a common base of knowledge essential to computer engineering and then allows them to select from a menu of electives to attain a broad technical background. Electives are available in the areas of Embedded Systems, Artificial Intelligence, Software Design, Computer Communications, Circuit Design and VLSI, Controls and Robotics.

# **Major Requirements (Honours)**

This is a major within the degree: Bachelor of Engineering (calendar.uoguelph.ca/undergraduate-calendar/degree-programs/bachelor-engineering-beng/).

Code	Title	Credits
Semester 1		
CHEM*1040	General Chemistry I	0.50
ENGG*1100	Engineering and Design I	0.75
ENGG*1410	Introductory Programming for Engineers	0.50
MATH*1200	Calculus I	0.50
PHYS*1130	Physics with Applications	0.50
Semester 2		
ENGG*1210	Engineering Mechanics I	0.50
ENGG*1420	Object-Oriented Programming for Engineers	0.50
ENGG*1500	Engineering Analysis	0.50
MATH*1210	Calculus II	0.50
PHYS*1010	Introductory Electricity and Magnetism	0.50
Semester 3		
CIS*2520	Data Structures	0.50
ENGG*2400	Engineering Systems Analysis	0.50
ENGG*2410	Digital Systems Design Using Descriptive Languages	0.50
MATH*2270	Applied Differential Equations	0.50
STAT*2120	Probability and Statistics for Engineers	0.50
0.50 restricted electiv	ves	0.50
Semester 4		
CIS*2910	Discrete Structures in Computing II	0.50
ENGG*2100	Engineering and Design II	0.75
ENGG*2450	Electric Circuits	0.50
ENGG*3380	Computer Organization and Design	0.50
MATH*2130	Numerical Methods	0.50
0.50 restricted electiv	ves <sup>1</sup>	0.50
Semester 5		
ENGG*3390	Signal Processing	0.50
ENGG*3450	Electronic Devices	0.50

ENGG*3640	Microcomputer Interfacing	0.50
ENGG*4450	Large-Scale Software Architecture Engineering	0.50
HIST*1250	Science and Technology in a Global Context	0.50
0.50 restricted electiv	/es	0.50
Semester 6		
CIS*3110	Operating Systems I	0.50
CIS*3490	The Analysis and Design of Computer Algorithms	0.50
ENGG*3100	Engineering and Design III	0.75
ENGG*3210	Communication Systems	0.50
ENGG*3410	Systems and Control Theory	0.50
0.50 restricted electiv	/es	0.50
Semester 7		
ENGG*3050	Embedded Reconfigurable Computing Systems	0.50
ENGG*3240	Engineering Economics	0.50
ENGG*4000	Proposal for Engineering Design IV	0.00
ENGG*4420	Real-time Systems Design	0.75
1.00 restricted electiv	ves .	1.00
Semester 8		
ENGG*4170	Computer Engineering Design IV	1.00
ENGG*4540	Advanced Computer Architecture	0.50
ENGG*4550	VLSI Digital Design	0.50
1.00 restricted elective	/es	1.00
1		

CIS\*2750 Software Systems Development and Integration recommended for students interested in the software area of interest.

#### **Restricted Electives**

(see Program Guide for more information)

The Engineering Program requires Computer Engineering students to complete the following combination of elective credits to complete their program:

- 2.00 credits from the CENG-1 Computer Engineering electives
- 2.00 credits from Complementary Studies electives

Consult the Program Guide for further information on the prerequisite requirements specific to each elective. Students can take a maximum of 1.50 credits at the 1000 level from the above list of electives.

# **Co-op Requirements (Honours)**

This is a major within the degree: Bachelor of Engineering (calendar.uoguelph.ca/undergraduate-calendar/degree-programs/bachelor-engineering-beng/).

The Co-op program in Computer Engineering is a five year program, including five work terms. Students must follow the academic work schedule as outlined below (also found on the Co-operative Education website: https://www.recruitguelph.ca/cecs/).

### **Academic and Co-op Work Term Schedule**

Year	Fall	Winter	Summer
1	Academic Semester 1	Academic Semester 2	Off
2	Academic Semester 3 COOP*1100	Academic Semester 4	COOP*1000 Work Term I
3	Academic Semester 5	COOP*2000 Work Term II	COOP*3000 Work Term III
4	Academic Semester 6	Academic Semester 7	COOP*4000 Work Term IV
5	COOP*5000 Work Term V	Academic Semester 8	N/A

Please refer to the Co-operative Education program policy with respect to work term performance grading, work term report grading and program completion requirements.

For additional program information students should consult with their Co-op Co-ordinator and Co-op Faculty Advisor, listed on the Co-operative Education web site.

#### **Credit Summary**

(26.00 Total Credits)

Code	Title	Credits
Required Core Courses		19.50
CENG-1 Computer Engineering Electives		2.00
Complementary Studies Electives		2.00
Co-op Work Terms		2.50
Total Credits		26

## **Recommended Program Sequence**

Code	Title	Credits
Semester 1 - Fall		
CHEM*1040	General Chemistry I	0.50
ENGG*1100	Engineering and Design I	0.75
ENGG*1410	Introductory Programming for Engineers	0.50
MATH*1200	Calculus I	0.50
PHYS*1130	Physics with Applications	0.50
Semester 2 - Winter		
ENGG*1210	Engineering Mechanics I	0.50
ENGG*1420	Object-Oriented Programming for Engineers	0.50
ENGG*1500	Engineering Analysis	0.50
MATH*1210	Calculus II	0.50
PHYS*1010	Introductory Electricity and Magnetism	0.50
Summer Semester		
No academic semest	er or work term	
Semester 3 - Fall		
CIS*2520	Data Structures	0.50
COOP*1100	Introduction to Co-operative Education	0.00
ENGG*2400	Engineering Systems Analysis	0.50
ENGG*2410	Digital Systems Design Using Descriptive Languages	0.50
MATH*2270	Applied Differential Equations	0.50
STAT*2120	Probability and Statistics for Engineers	0.50

0.50 restricted ele	ectives	0.50
Semester 4 - Wint	ter	
CIS*2910	Discrete Structures in Computing II	0.50
ENGG*2100	Engineering and Design II	0.75
ENGG*2450	Electric Circuits	0.50
ENGG*3380	Computer Organization and Design	0.50
MATH*2130	Numerical Methods	0.50
0.50 restricted ele	ectives <sup>1</sup>	0.50
Summer Semeste	r	
COOP*1000	Co-op Work Term I	0.50
Semester 5 - Fall		
ENGG*3390	Signal Processing	0.50
ENGG*3450	Electronic Devices	0.50
ENGG*3640	Microcomputer Interfacing	0.50
ENGG*4450	Large-Scale Software Architecture Engineering	0.50
HIST*1250	Science and Technology in a Global Context	0.50
0.50 restricted ele	ectives	0.50
Winter Semester		
COOP*2000	Co-op Work Term II	0.50
Summer Semeste	r	
COOP*3000	Co-op Work Term III	0.50
Semester 6 - Fall		
ENGG*3050	Embedded Reconfigurable Computing Systems	0.50
ENGG*3240	Engineering Economics	0.50
ENGG*4420	Real-time Systems Design	0.75
1.00 restricted ele	ectives	1.00
Semester 7 - Wint	ter	
CIS*3110	Operating Systems I	0.50
CIS*3490	The Analysis and Design of Computer Algorithms	0.50
ENGG*3100	Engineering and Design III	0.75
ENGG*3210	Communication Systems	0.50
ENGG*3410	Systems and Control Theory	0.50
0.50 restricted ele	·	0.50
Summer Semeste	r	
COOP*4000	Co-op Work Term IV	0.50
Fall Semester	·	
COOP*5000	Co-op Work Term V	0.50
ENGG*4000	Proposal for Engineering Design IV	0.00
Semester 8 - Wint		
ENGG*4170	Computer Engineering Design IV	1.00
ENGG*4540	Advanced Computer Architecture	0.50
ENGG*4550	VLSI Digital Design	0.50
1.00 restricted ele		1.00
1		

CIS\*2750 Software Systems Development and Integration recommended for students interested in the software area of interest.

## **Restricted Electives**

(see Program Guide for more information)

The Engineering Program requires Computer Engineering students to complete the following combination of elective credits to complete their program:

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- 2.00 credits from Complementary Studies electives

Consult the Program Guide for further information on the prerequisite requirements specific to each elective. Students can take a maximum of 1.50 credits at the 1000 level from the above list of electives.