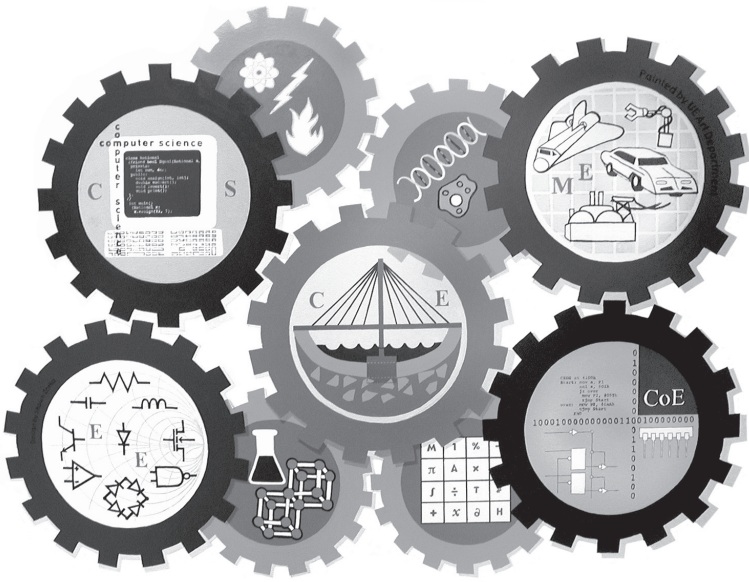


2024-25



*COMPUTER ENGINEERING
GUIDEBOOK*

UE University
of Evansville

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COMPUTER ENGINEERING PROGRAM GUIDEBOOK 2024-25

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Webpage

evansville.edu/ComputerEngineering



The Computer Engineering program at the University of Evansville is accredited by the Engineering Accreditation Commission of ABET; abet.org.

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PROGRAM OBJECTIVES

Computer engineers are always seeking new and innovative ways to make computers faster, more reliable, and smaller. They utilize design solutions to create and improve computer hardware and software. As technology becomes increasingly innovative and advanced, computer engineers will be in-demand across the globe. Practice areas include cybersecurity, manufacturing, artificial intelligence, embedded systems, consulting, and the biomedical field.

In accordance with ABET accreditation criteria, the faculty has established program educational objectives and outcomes for students majoring in Computer Engineering at the University of Evansville. The purpose of these is to ensure that graduates of the program are adequately prepared to enter the workforce fully prepared as computer engineers. Recognizing that performance of students and graduates is an important consideration in the evaluation of an institution, a system of ongoing assessment is conducted by faculty to continuously improve the effectiveness of the program.

Educational Objectives and Student Outcomes

"Graduates" are defined as Computer Engineering alumni within three to five years of graduation.

"Students" are defined as Computer Engineering students at the time of graduation from the University of Evansville.

Objective 1: *Graduates will be engaged in a professional career and continuing education, or advanced study in their chosen field. This implies that graduates will recognize the value and necessity of lifelong learning.*

- **Outcome 1a.** Students will have an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics. (ABET EAC outcome 1)
- **Outcome 1b.** Students will have an ability to acquire and apply new knowledge as needed, using appropriate learning strategies. (ABET EAC outcome 7)

Objective 2: *Graduates will be engaged in applications of problem-solving and communication skills for a wide variety of problems in engineering or computer science, either as individuals or in teams.*

- **Outcome 2a.** Students will have an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives. (ABET EAC outcome 5)

- **Outcome 2b.** Students will have an ability to 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. (ABET EAC outcome 2)
- **Outcome 2c.** Students will have an ability to communicate effectively with a range of audiences. (ABET EAC outcome 3)
- **Outcome 2d.** Students will have an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions. (ABET EAC outcome 6)

Objective 3: *Graduates will be active participants in a local, national, or global engineering or computer science community.*

- **Outcome 3a.** Students will have an ability to 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. (ABET EAC outcome 4).

In addition to strong technical skills, today's engineers in the global marketplace must be adept at working with other people who have very different professional backgrounds and who may be from other countries with different cultures. The University of Evansville is helping engineers meet that challenge by providing students with a strong liberal arts background and providing an opportunity for an international experience at Harlaxton, our study abroad center in England.

The Computer Engineering program at UE provides an in-depth understanding of electrical engineering and computer science topics. Students receive extensive training in software design and implementation. The curriculum provides a broad-based understanding of hardware and software. Students will have a heavy focus on C++ programming language, data structures, computer-aided design and simulation, and electric and digital circuit analysis. Laboratories are incorporated into the curriculum to provide hands-on training with computers and software design.

Students apply their knowledge to various projects during the second half of the program. This includes designing and inventing hardware and software to meet customized specifications. During this time, students will not only work with teams of students but also one-on-one with highly qualified professors.

The Computer Engineering curriculum is typical of most EAC-ABET accredited colleges and universities. What differentiates UE's program from larger university programs is the following:

- Students have the opportunity to study abroad at Harlaxton in England and still complete their Computer Engineering degree in eight semesters.
- Class sizes are small, allowing close personal contact between students and professors and for design project opportunities.
- The faculty is dedicated to teaching, which gives the program great flexibility. Course content is kept up-to-date, and innovative instruction techniques, such as interdisciplinary team projects, cooperative learning, and concurrent engineering are used in the classroom.
- Emphasis is placed on preparing students to enter the practice of Computer Engineering upon graduation.
- A personalized co-op program, featuring alternating terms of paid, full-time professional employment and University attendance, is available.
- The University's size and diversity facilitates the ability of Engineering students to interact with students and faculty in other programs, thus allowing intellectual and social interchange.
- Students are mentored to develop a love of learning and discovery that will motivate them to be lifelong learners.

UNDERGRADUATE RESEARCH

There are numerous opportunities to conduct undergraduate research. All students are encouraged to participate in at least one undergraduate research project at some point during their four years at UE. Students who have an interest in graduate school are strongly encouraged to participate in multiple programs. Some of the undergraduate research opportunities available to students studying Electrical or Computer Engineering or Computer Science are described below.

NSF Sponsored Research Experience for Undergraduates (REU)

This program is sponsored by the National Science Foundation. It allows undergraduates to participate in research projects at major research institutions across the country. Participating students typically have a B+ or better grade point average and have achieved junior status. Most REUs provide a stipend (about \$2,000 to \$3,000 for 10 weeks) and some provide a housing or moving allowance. All REUs take place during the summer. For more information visit the website at nsf.gov/crssprgm/reu/index.jsp.

UE Sponsored Undergraduate Research

The University of Evansville also sponsors summer research projects, which typically provide a housing allowance or a stipend. Almost all academic areas participate in these projects which are awarded to students on a competitive basis. All projects result in a student publication or presentation at a national or regional conference.

Special Topics and Independent Study

Many professors are willing to sponsor research projects during the school year. Students typically register for Electrical Engineering 498 or Computer Science 498 and receive 1-3 hours of credit for such study.

National Competition Projects

Computer Engineering students participate in several regional and national competitions, and all students (including freshmen) are eligible to participate in these projects. The southeast region of the Institute of Electrical and Electronics Engineers sponsors a robot competition each year. This is a team project and is usually completed as part of the senior design. Trinity University in Connecticut sponsors a national firefighting robot competition in which a robot must find its way through a maze, locate a candle, and extinguish it.

CO-OP PROGRAM

Computer Engineering majors are encouraged to participate in cooperative education (co-op program) or internships during their time at UE. These programs offer students the opportunity to gain industrial experience working as a computer engineer while completing their Bachelor of Science in Computer Engineering (BSCoE).

Internships are available to students who would like to gain engineering work experience without a long-term commitment. Internships are available as full-time jobs during the summer or as part-time jobs during the school year.

The typical Computer Engineering co-op student goes to school the first two years just as a non-co-op student does. At the end of their sophomore year the co-op student goes to work and works through the summer. The student is back in school in the fall and out to work in the spring. Thereafter, the student alternates between work and school.

CO-OP CALENDAR			
Year	Fall	Spring	Summer
1	School 1	School 2	Work option
2	School 3	School 4	Work 1
3	School 5	Work 2	School/Work option
4	Work 3	School 6	Work 4
5	School 7	School 8	

Some students who are exceptionally well-prepared to enter the work force may begin their co-op period in the summer after the freshman year. This is unusual and most students begin after the sophomore year. The summer after the junior year may be either school or work as needed. Many students work through this summer, thereby completing a full calendar year on the job.

To enter the co-op program, students should enroll in Experiential Education 90. This is a noncredit course which should be taken during the fall of the sophomore year. This course covers such topics as résumé writing, interviewing, and what is expected on the job. During the spring of the sophomore year the typical co-op student interviews with prospective employers. The career placement office takes care of contacting employers and arranging interviews for students. Placement in a co-op or intern position is dependent on the outcome of the interview process.

Co-op and internship students in Computer Engineering have a wide range of employers to choose from. Employers are located in the immediate Evansville area, in the surrounding region of Indiana, Kentucky, and Illinois, and at various places throughout the country.

The companies listed below are some of the companies that have had Computer Engineering students with co-op or intern opportunities in the past. If a student wants to work for a company with which we do not presently have a co-op program, the Center for Career Development will contact that company and attempt to establish a program. The requirement to qualify as a legitimate co-op employer is that the company has to provide a Computer Engineering opportunity for a prospective engineer that is relevant to the student's education and chosen profession.

Alcoa	Intel Corporation	Vectren Energy Delivery
Boeing	NWSC Crane	Whirlpool Corporation
General Electric	Toyota	Wright-Patterson AFB

The real value of the co-op program is in the experience that it provides the student. A co-op job can be a financial benefit, but one term at work does not typically cover the cost of one term of education. The co-op program gives employers a chance to look at a student as a prospective employee without making a commitment to long-term employment. Likewise, these programs give the student a chance to look at a company and gain some experience before entering the work force as a working professional.

Students who participate in the co-op and intern programs normally get a higher salary offer upon graduation than do non-co-op students. In many cases the co-op employer provides a long-term employment opportunity for the co-op student upon graduation. About 25 percent of Computer Engineering students participate in the co-op program.

HARLAXTON OPTION

Harlaxton is the study abroad center of UE and is located in the rolling countryside of Grantham, England. Harlaxton is about a one-hour ride by train from London. Engineering students who choose to spend a semester studying at Harlaxton have easy access to England's culture, history, and entertainment.

Harlaxton is housed in a large Victorian manor where about 300 students and faculty members live and hold classes. The Manor has a state dining room, library, soccer field, sports hall, student lounges, bistro, tennis courts, and a number of historic state rooms where classes are held.

Computer Engineering students who wish to study one semester in England are encouraged to do so during the first semester of their sophomore year. At Harlaxton, Computer Engineering students typically take Calculus, British studies, and general education classes. Harlaxton is on the semester system and all classes earn credit in the same way they would if they were taken in Evansville. Since the Computer Engineering program requires a number of general education classes, all classes taken at Harlaxton count as required courses toward the computer engineering degree. Tuition at Harlaxton is the same as tuition at UE and all scholarships and loans may be applied to Harlaxton costs.

Students at Harlaxton are encouraged to travel on weekends. The Manor arranges eight to 10 weekend field trips to locations such as Nottingham, London, Scotland, and Wales. During some semesters, less frequent but longer trips are arranged to Ireland and throughout the continent.

Harlaxton has its own resident British faculty as well as visiting faculty from UE and other universities in the US. Likewise, students at Harlaxton come from UE as well as other universities in England and the US.

Harlaxton Costs

While tuition at Harlaxton is the same as tuition at UE and all scholarships apply to Harlaxton, there are additional costs, namely those of travel. The typical airplane round-trip is about \$1,500 and the typical student at Harlaxton will spend an additional \$4,000 on weekend trips, souvenirs, and other miscellaneous expenses.

HONORS PROGRAM

The Honors Program is open to select students. Typically students apply when admitted to the University, but they also may apply during the first year of study. Admittance to the Honors Program is determined by the University Honors Committee on the basis of standardized test scores, high school grade point average, extracurricular activities, and an essay. The Honors Program provides participants with the opportunity to interact with other Honors Program students, both socially and academically. Special honors courses and other academic events are available for honors students. Honors students are able to register early, live in the honors residence hall, and receive a University Honors designation on official transcript.

To successfully complete the Honors Program, a student must fulfill the following requirements.

- Achieve a GPA of 3.5 or above by the time of graduation
- Complete 15 credit hours of honors courses
- Complete an honors project
- Earn four honors participation points per semester

Honors courses are designated as such by the Registrar. In addition, a limited number of courses may be contracted formally as honors courses, generally requiring additional or alternative coursework. A sufficiently complex Computer Engineering senior project can be approved as an honors project. Often these projects are more research-oriented than the typical senior project.

Honors participation points are earned by attending Honors Program activities. Each semester a major event is held that is worth three honors participation points. Currently the fall event is a formal banquet and the spring event is a Nerd Wars Trivia night. In addition, six to eight smaller events are organized that are worth one honors participation point each. These events include group attendance at athletic events, UE Theatre and Music Conservatory performances, other academic or social events, and Honors Project presentations. Students studying at Harlaxton or other study abroad programs are granted the four honors participation points for that semester automatically in recognition of the study abroad experience.

Honors Activities (points vary)

Students may receive Honors Program points for activities other than traditional coursework. These might include a summer research experience for undergraduates (REU) program, an internal research project, a paper or poster presentation, a summer internship, completion of the co-op program, participation in an IEEE or ACM-sponsored contest, participation in community projects, or a leadership role in a student professional organization.

Bachelor of Science in Computer Engineering

FALL		FRESHMAN				SPRING	
		3			3		
ENGR 101	Introduction to Engineering		CS 210	Fundamentals of Programming I			3
FYS 112	First-Year Seminar	3	MATH 222	Calculus II			4
MATH 221	Calculus I	4	PHYS 210	Calculus Physics I			4
	Foreign Language 111*	3		Foreign Language 112*			3
	General Education	<u>3</u>		General Education			<u>3</u>
		16					17
SOPHOMORE							
CS 215	Fundamentals of Programming II	3	MATH 341	Linear Algebra			3
EE 210	Circuits	3	EE 215	Circuits II			3
MATH 324	Differential Equations	3	EE 254	Logic Design			3
MATH 323	Calculus III	4	EE 342	Electronics I			3
PHYS 211	Calculus Physics II	<u>4</u>	ENGR 390	Applied Engineering Math			<u>3</u>
		17					15
JUNIOR							
MATH 370	Discrete Mathematics	3	CS 315	Algorithms and Data Structures			3
EE 330	Introduction to Power Systems	3	CS 470	Operating Systems			3
EE 310	Signals and Systems	3	EE 380	Instrumentation			3
EE 343	Electronics II	3	EE 360	Control Systems			3
EE 354	Embedded Systems	<u>3</u>	EE 454	Microcontroller Applications			<u>3</u>
		15					15
SENIOR							
CS 475	Networks	3	EE/CS 497	Senior Project Phase 2			3
EE/CS 495	Senior Project Phase 1	3		Computer Engineering Elective			3
	Computer Engineering Elective	3	CS 320	Computer Architecture			3
	General Education	3		General Education			3
	General Education	3		General Education			<u>3</u>
	Health and Wellness	<u>1</u>					<u>15</u>
		16					

*Note: Only if necessary to meet the University foreign language requirement.

Harlaxton Option Plan of Study Bachelor of Science in Computer Engineering

FALL		SPRING		
FRESHMAN				
EE 101	Introduction to Electrical Engineering	3	CS 210 Fundamentals of Programming I	3
FYS 112	First-Year Seminar	3	EE 210 Circuits I	3
MATH 221	Calculus I	4	MATH 222 Calculus I	4
	General Education	3	PHYS 210 Calculus Physics I	4
	Foreign Language*	<u>3</u>	Foreign Language*	<u>3</u>
		16		17
SOPHOMORE				
BRIT 2XX	British Studies	3	CS 215 Fundamentals of Programing II	3
BRIT 2XX	British Studies	3		
MATH 324	Differential Equations	3	EE 215 Circuits II	3
	Health and Wellness	1	EE 342 Electronics I	3
	General Education	3	EE 254 Logic Design	3
	General Education	<u>3</u>	MATH 323 Calculus III	<u>4</u>
		16		16
JUNIOR				
EE 310	Signals and Systems	3	CS 315 Algorithms and Data Structures	3
EE 343	Electronics II	3		
EE 354	Embedded Systems	3	CS 470 Operating Systems (ODD)	3
ENGR 390	Applied Engineering Mathematics	3	EE 360 Linear Control Systems	3
			EE 380 Instrumentation	3
MATH 370	Discrete Mathematics	<u>3</u>	EE 454 Microcontroller Applications	3
		15		<u>15</u>
SENIOR				
CS 475	Networks	3	CS 320 Comp. Architecture	3
EE495	Senior Project Phase 1	3	EE497 Senior Project Phase 2	3
PHYS 211	Calculus Physics II	4	MATH 341 Linear Algebra	3
EE 330	Introduction to Power Systems	3	Technical elective	3
	Technical Elective	<u>3</u>	General Education	<u>3</u>
		16		15

*Note: Only if necessary to meet the University foreign language requirement.

Engineering Management Minor

A minor in Engineering Management is offered by the School of Engineering and Computer Science in cooperation with the Schroeder Family School of Business Administration. For Electrical and Computer Engineering students, the Engineering Management minor can be earned by taking the following courses.

Engineering Management Minor (18 hours)

ECON 101 Principles of Macroeconomics
(general education elective)

or

ECON 102 Principles of Microeconomics

ENGR 390 Applied Engineering Mathematics (required)

ENGR 409 Engineering Economy and Decision Making

COMM 380* Intercultural Communication
(general education outcome 9 and overlay A)

or

BUS 100 Introduction to Business

MGT 331 International Business Strategy

or

MGT 377 Organizational Behavior

LSCM 315 Introduction to Logistics and Supply Chain Management

All Computer Engineering students pursuing this minor should see an advisor to carefully choose courses which also meet general education requirements.

Mathematics Minor

To obtain a minor in Mathematics from the College of Arts and Sciences, students must take MATH 221, MATH 222, and four Mathematics courses numbered 300 or above (including ENGR 390 and PHYS 305). Students who satisfy the Computer Engineering degree requirements automatically satisfy the requirements for the minor in Mathematics.

Computer Science Minor

A minor in Computer Science is offered by the School of Engineering and Computer Science. Electrical and Computer Engineering students can earn a Computer Science minor by taking the following courses.

ENGR 123 Programming for Engineers
or
CS 210 Fundamentals of Programming I
CS 220 Logic Design and Machine Organization
or
EE 254 Logic Design
CS 215 Fundamentals of Programming II
CS 290 Object Oriented Design
Plus 9 hours of 300 or 400 level CS courses

Computer Engineering students automatically satisfy the requirements for the minor in Computer Science.

COURSES

For course descriptions, visit evansville.edu/computerengineering and select Course Offerings under the About Our Program menu.

EE 210 Circuits

EE 215 Circuits and Systems

EE 224 Electrical Engineering Programming Laboratory

EE 254 Logic Design

EE 310 Signals and Systems

EE 311 Linear Systems and DSP II

EE 330 Introduction to Power Systems

EE 342 Electronics I

EE 343 Electronics II

EE 354 Digital Systems

EE 356 Small Computer Software

EE 360 Linear Control Systems

EE 380 Intermediate Electrical Projects Lab

EE 410 Analog Circuit Synthesis

EE 415 Digital Image Processing

EE 420 Engineering Electromagnetics

EE 421 Photonics I

EE 422 Photonics II

EE 425 Lines Waves and Antennas

EE 430 Energy Conversion Systems

EE 432 Analysis of Power Systems

EE 437 Power System Planning

EE 438 Electric Power Quality

EE 440 Communication Electronics

EE 445 Industrial Electronics and Controls

EE 454 Microcontroller Applications

EE 456 Small Computer System Design

EE 458 Embedded Systems and Real-Time Programming

EE 465 Digital Control Systems

EE 470 Analog and Digital Communications Theory
EE 471 Wireless Communication Theory
EE 494 Senior Project Seminar
EE 495 Senior Project Phase 1
EE 497 Senior Project Phase 2
EE 498 Independent Study in Electrical Engineering
EE 499 Special Topics in Electrical Engineering
CS 101 Introduction to Computer Science
CS 210 Fundamentals of Programming I
CS 215 Fundamentals of Programming II
CS 220 Logic Design and Machine Organization
CS 290 Object-Oriented Design
CS 310 Puzzle Programming
CS 315 Algorithms and Data Structures
CS 320 Computer Architecture
CS 350 Computer/Human Interaction
CS 355 Computer Graphics
CS 375 UNIX System Programming
CS 376 Small Computer Software
CS 380 Programming Languages
CS 381 Formal Languages
CS 390 Software Engineering
CS 391 Software Engineering II
CS 415 Cryptography
CS 430 Artificial Intelligence
CS 440 Databases
CS 455 Advanced Graphics
CS 470 Operating Systems
CS 472 Concurrent and Parallel Programming
CS 473 Mobile Application Development
CS 475 Networks
CS 478 Embedded Systems and Real-Time Programming
CS 494 Senior Project Seminar

CS 495 Senior Project Phase I

CS 497 Senior Project Phase II

CS 498 Independent Study in Computer Science

CS 499 Special Topics in Computer Science

FACULTY AND STAFF

Name	Office	Telephone/Email
Maxwell Omwenga Assistant Professor of Computer Science Program Director, Computer Science	KC 252	812-488-2691 mo138@evansville.edu
Bruce Mabis Visiting Assistant Professor of Computer Science	KC 259	812-488-2667 bm339@evansville.edu
Hector E. Will Assistant Professor of Electrical Engineering Program Director, Electrical Engineering	KC 253	812-488-2416 hw179@evansville.edu
Ying Ying Seah Assistant Professor of Computer Science	KC 258	812-488-2330 ys55@evansville.edu
John T MacDonald Visiting Assistant Professor of Electrical Engineering	KC 256	812-488-2291 jm993@evansville.edu
Tonya Albright Administrative Assistant	KC 250	812-488-2652 ta58@evansville.edu
Ray Shelton Lab Manager	KC 190	812-488-2292 rs249@evansville.edu

Other Contacts

Suresh Immanuel Associate Dean, School of Engineering and Computer Science	KC 250A	812-488-2085 ss476@evansville.edu
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1800 Lincoln Avenue
Evansville, Indiana 47722
evansville.edu