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# Computer Engineering

In the College of Engineering

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The undergraduate degree in Computer Engineering is accredited by the American Board for Engineering and Technology.

## Faculty

Emeritus: Iosupovici, Panos

Chair: Tummala

Coordinator for Computer Engineering: Marino

Professors: Gupta, harris, f., Harris, J., Lee, G., Marino, Tummala

Associate Professors: Kumar, Ozturk

Assistant Professors: Chandramani, Sarkar

## Offered by the Department of Electrical and Computer Engineering

Doctor of Philosophy degree in engineering sciences/applied mechanics.

Master of Engineering.

Master of Science degree in electrical engineering.

Major in computer engineering with the B.S. degree.

Major in electrical engineering with the B.S. degree.

Certificate in rehabilitation technology (refer to the *Graduate Bulletin*).

## Transfer Credit

No credit will be given for upper division engineering coursework taken at an institution having an engineering program which has not been accredited by the American Board for Engineering and Technology, unless the student successfully completes the first 12 units of engineering work attempted at this university. At that time, and upon recommendation of the department, credit will be given for the unaccredited work.

## General Education

Students will complete a minimum of 50 units in General Education, to include a minimum of nine upper division units taken after attaining junior class standing. No more than 12 units may be used for General Education credit from any one department or academic unit. No more than 7 units from one department can be used in Sections II and IV combined (Foundations and Explorations), nor more than 10 units from one department in Sections II, III, and IV combined (Foundations, American Institutions, and Explorations).

### I. Communication and Critical Thinking: 9 units

You may **not** use Credit/No Credit grades in this section.

1. Oral Communication (3 units)
2. Composition (3 units)
3. Intermediate Composition and Critical Thinking (3 units)

### II. Foundations: 29 units

#### A. Natural Sciences and Quantitative Reasoning (17 units):

1. Physical Sciences (7 units)
  - Physics 195 (3 units)
  - Physics 196 and 196L (4 units)
2. Life Sciences (3 units)
3. Laboratory (satisfied under A.1. above)
4. Mathematics/Quantitative Reasoning

You may **not** use Credit/No Credit grades.

Mathematics 150 (3 units)  
Mathematics 151 (4 units)

#### B. Social and Behavioral Sciences (3 units)

#### C. Humanities (9 units)

Complete three courses in three different areas. One of these courses and the one under IV.A. below must be taken in the same department.

**III. American Institutions:** Three units of the six units of coursework which meet the American Institutions graduation requirement may be used in General Education, excluding courses numbered 500 and above.

**IV. Explorations: Courses in this area must not be taken sooner than the semester in which you achieve upper division standing (60 units passed). Upper division courses in the major department may not be used to satisfy General Education.** Total 9 units; must include one course of cultural diversity.

#### A. Upper division Humanities (3 units)

Three units must be taken from the same department as one of the Humanities courses selected in Foundations.

#### B. Upper division Humanities (3 units from a department not selected in A above.)

#### C. Upper division Social and Behavioral Sciences (3 units)

## The Major

Computers are machines that store and process information. Desktop computers, portables, workstations, and mainframe computers are the most readily recognized examples of such devices. Equally important, however, are the millions of tiny computers (microprocessors) that are embedded in machines, instruments, and products of all sorts. For example, there are embedded computers in VCRs, cameras, telephones, CD players, tape players, televisions, washing machines, ovens, robots, automobiles, airplanes, medical instruments, toys, and many other devices, both familiar and exotic.

Computer Engineers are involved in the design, development, manufacture, installation, and operation of general purpose and embedded computers of all sorts. They are both concerned with hardware (i.e., the electronic circuits and devices that actually store and process information) and software (i.e., the programs that control the operation of the hardware). The B.S. degree program in Computer Engineering provides a solid foundation in the fundamentals of mathematics, science, computer hardware, computer software, and engineering design that are needed to practice the profession or to pursue a graduate degree in the field.

In addition to fundamentals, the curriculum also includes training in the areas of rapid growth that are important to modern practice of computer engineering. These include: Very Large Scale Integrated Circuits design (i.e., the design of electronic circuits implemented on silicon chips); Multimedia Systems (i.e., systems that process audio and visual information as well as text and numbers); Embedded Systems; Digital Signal Processing (DSP), which plays a vital role both in processing the continuous signals that are common in embedded system applications and in compressing and processing the large volumes of information that are common in multimedia systems; Computer Networks, which have become vital for connecting multiple computers in distributed control applications, and connecting users of general purpose computers who wish to share information and computing resources (e.g., Local Area Networks, the Internet); Graphical User Interfaces (GUIs), which are rapidly replacing text-based interfaces in nearly all applications; and Object Oriented Programming (OOP), a technique for designing more reliable and maintainable software.

The computer engineering curriculum provides a balance between theory and practice that prepares the graduate both for immediate employment and for continued study. The process of engineering design is emphasized throughout the curriculum by including open-ended problems with realistic design constraints. Creativity, consideration of economic and social factors, and the application of systematic design procedures are required in major design projects during the senior year.

## Educational Objectives

The overall objective of the undergraduate program in computer engineering is to produce the best skilled, hands on practicing computer engineer. More specifically the objectives are:

- To provide students with the technical knowledge and skills that will enable them to have a successful career in the computer engineering profession;
- To provide students with a general education that will enable them to appreciate the social, ethical, economic, and environmental dimensions of problems they may face;
- To develop in students the communication skills and social skills that are necessary to work effectively with others;
- To develop the ability of students to solve problems by learning what is already known, and then applying logic and creativity to find a solution;
- To provide students with the intellectual skills necessary to continue learning and to stay current with the profession as it changes.

## Major Academic Plans (MAPs)

Visit <http://www.sdsu.edu/mymap> for the recommended courses needed to fulfill your major requirements. The MAPs Web site was created to help students navigate the course requirements for their majors and to identify which General Education course will also fulfill a major preparation course requirement.

## Computer Engineering Major

### With the B.S. Degree (Major Code: 09094)

The program below describes the 129 units required for the degree.

**Preparation for the Major.** Computer Engineering 160, 260, 270, 271; Electrical Engineering 210; Engineering 280; Mathematics 150, 151, 245, 254; Physics 195, 196, 196L. (39 units)

**General Education.** Engineering students must follow the specific General Education program outlined in this section of the catalog. Other General Education requirements and limitations, as well as listings of specific General Education course electives are presented in Section IX of Graduation Requirements for the Bachelor's Degree. (Forty-nine units, including 14 units from preparation for the major which count toward General Education credit, and three units of American institutions which count toward General Education credit.)

**Graduation Writing Assessment Requirement.** Passing the Writing Proficiency Assessment with a score of 10 or above or completing one of the approved upper division writing courses (W) with a grade of C (2.0) or better. See "Graduation Requirements" section for a complete listing of requirements.

**Major.** A minimum of 51 upper division units to include Computer Engineering 361, 375, 460 (or Computer Science 532), 470, 470L, 475, 490; Electrical Engineering 300, 310, 330, 330L, 410; one approved elective course in mathematics (3 units); three engineering elective courses selected from Computer Engineering 560, 561, 565, 571, 572, Electrical Engineering 556 or other approved elective (9 units); two approved technical elective courses in computer engineering, computer science, or electrical engineering (6 units). After enrollment in Computer Engineering at SDSU, the Computer Engineering major must take all upper division computer science and engineering courses at SDSU unless prior approval is obtained from the department.

**Master Plan.** A master plan of elective courses must be approved by the faculty adviser and department chair and filed with the Office of Advising and Evaluations during the first semester of the junior year. Changes to the master plan are permitted at any time, with approval of the department chair.

## COURSES (COMPE)

Refer to *Curricula and Courses and University Policies* sections of this catalog for explanation of the course numbering system, unit or credit hour, prerequisites, and related information.

**NOTE: Prerequisites will be enforced in all undergraduate computer engineering and electrical engineering courses numbered 100 through 599. A copy of an official transcript will be accepted as proof. For corequisites, an enrollment confirmation form will be accepted.**

**Any course at the 300 level or below must be passed with a grade of C- or better in order to be used as a prerequisite for any subsequent course.**

### LOWER DIVISION COURSES

#### COMPE 160. Introduction to Computer Programming (3)

Two lectures and three hours of laboratory.

Prerequisites: Mathematics 150.

Computer organization and operation. Binary representation of information. Fundamentals of computer programming using a C family language: data types, selection and iteration structures, functions, arrays, pointers, scope and duration of variables. Systematic design and development of computer programs.

#### COMPE 260. Data Structures and Object-Oriented Programming (3)

Prerequisites: Computer Engineering 160 and Mathematics 245.

Data structures using object-oriented programming. Disciplined approach to design, coding, and testing using OOP, teach use and implementation of data abstractions using data structures. Arrays, linked lists, stacks, queues, trees. Sorting, searching, recursive algorithms.

#### COMPE 270. Digital Systems (3)

Prerequisites: Mathematics 151.

Modelling, analysis and design of digital systems, primarily at the Logic Design level. Combinational and sequential networks. Not open to students with credit in Electrical Engineering 370.

#### COMPE 271. Computer Organization (3)

Prerequisites: Computer Engineering 160 and 270.

Organization and operation of computer hardware and software. Operating system shell and services. Program design and development. Input-output programming. Multi-module and mixed-language programming. Assembler and C language.

### UPPER DIVISION COURSES (Intended for Undergraduates)

#### COMPE 361. Windows Programming (3)

Prerequisites: Computer Engineering 260 and 271.

Graphical user interface programming: Dialog boxes, menus, tool-bars, status bars, fonts, icons, bitmaps. Event-driven programming, processes, event message processing, timers, on-idle processing, multithreaded programming. C++ windows class libraries: Integrated development environments, application framework, document view architecture. Visual programming.

#### COMPE 375. Embedded Systems Programming (3)

Two lectures and three hours of laboratory.

Prerequisites: Computer Engineering 271.

Embedded system architecture; IO programming using parallel ports, serial ports, timers, and D/A and A/D converters; interrupts and real-time programming; program development and debugging tools; C language and assembler.

#### COMPE 460. Software Design and Engineering (3)

Prerequisites: Computer Engineering 260 and 361.

Software design and engineering using object-oriented concepts. Object-oriented software development, classes, inheritance, design by abstraction, design patterns, object-oriented application framework, and introduction to concurrent and distributed computing. Application through design case study.

**COMPE 470. Digital Circuits (3)**

Prerequisites: Computer Engineering 270.

Design of digital electronic systems using commercially available high-speed digital devices and circuits.

**COMPE 470L. Digital Logic Laboratory (1)**

Three hours of laboratory.

Prerequisites: Computer Engineering 470 and Electrical Engineering 330L.

Hands-on experience in characterization and application of standard digital integrated circuit devices.

**COMPE 475. Microprocessors (3)**

Prerequisites: Computer Engineering 375 and 470.

Bus design, memory design, interrupt structure, and input/output for microprocessor-based systems.

**COMPE 490. Senior Design Project (4)**

Two lectures and six hours of laboratory.

Prerequisites: Computer Engineering 460, 470L, 475.

Supervised capstone design projects to provide an integrative design experience for seniors to include ethics, professionalism, cost-effectiveness, and project management.

**COMPE 496. Advanced Computer Engineering Topics (1-3)**

Prerequisites: Consent of instructor.

Modern developments in computer engineering. See Class Schedule for specific content. Maximum credit nine units for any combination of Computer Engineering 496 and 596 applicable to a bachelor's degree.

**COMPE 499. Special Study (1-3)**

Prerequisites: Approval of project adviser and department chair.

Individual study. Maximum credit six units.

**UPPER DIVISION COURSES**

(Also Acceptable for Advanced Degrees)

**COMPE 560. Computer and Data Networks (3)**

Two lectures and three hours of laboratory.

Prerequisites: Computer Engineering 271 and Electrical Engineering 410.

Wide area and local area networks. Multi-layered protocol models, telephone systems, modems, and network applications.

**COMPE 561. Windows Database and Web Programming (3)**

Prerequisites: Computer Engineering 260.

Programming applications involving file systems, relational databases, Structured Query Language (SQL), ADO.NET, client-server architecture, multithreading sockets, web servers, web browsers, web services, ASP.NET, Hypertext Markup Language (HTML), and Extensible Markup Language (XML).

**COMPE 565. Multimedia Communication Systems (3)**

Prerequisites: Credit or concurrent registration in Computer Engineering 560.

Design and implementation of multimedia communication systems. Image compression, JPEG, VQ, cell-B standards. Video and audio compression standards, MPEG, MPEG-2, H.26X, G.72X. Data storage systems and multimedia requirements. Networking requirements and networks as multimedia carriers. Transport and network protocols for carrying multimedia over data networks. Multimedia system design, scheduling, congestion control, traffic shaping, buffer management.

**COMPE 571. Real-Time Operating Systems (3)**

Prerequisites: Computer Engineering 260 and 475.

Real-time kernel, basic kernel services, threading and synchronization, preemptive multithreading, mutexes, spin locks, critical sections, priority scheduling, interrupts, RTOS implementation, memory management, task management, intertask communications.

**COMPE 572. VLSI Circuit Design (3)**

Prerequisites: Computer Engineering 271 and Electrical Engineering 330.

Design of digital integrated circuits based on CMOS technology; characterization of field effect transistors, transistor level design and simulation of logic gates and subsystems; chip layout, design rules, introduction to processing; ALU architecture.

**COMPE 596. Advanced Computer Engineering Topics (1-3)**

Prerequisites: Consent of instructor.

Modern developments in computer engineering. May be repeated with new content. See Class Schedule for specific content. Maximum credit of nine units for any combination of Computer Engineering 496 and 596 applicable to a bachelor's degree. Credit for 596 and 696 applicable to a master's degree with approval of the graduate adviser.