














# 2015 - 2016 Major Map


## Computer Systems Engineering, BSE




School/College: Ira A. Fulton Schools of Engineering  
 ESCSEBSE



Term 1 0 - 15 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 CSE 110: Principles of Programming with Java (CS)	3	C	<ul style="list-style-type: none"> <li>An SAT, ACT, Accuplacer, or TOEFL score determines placement into first-year composition courses.</li> <li>ASU Math Placement Exam score determines placement in Mathematics course.</li> <li>ASU 101 or College specific equivalent First Year Seminar required of all freshman students and should be taken the first semester</li> <li>If ENG 105 is taken, a 3 hour applicable elective must also be taken prior to graduation. See Advisor.</li> </ul>
 MAT 265: Calculus for Engineers I (MA)	3	C	
ASU 101-CSE: The ASU Experience	1		
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
FSE 100: Introduction to Engineering	2	C	
Social-Behavioral Sciences (SB) AND Global Awareness (G)	3		
 Minimum 2.00 GPA ASU Cumulative.			
Term hours subtotal:	15		



Term 2 15 - 31 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 CSE 205: Object-Oriented Programming and Data Structures (CS)	3	C	<ul style="list-style-type: none"> <li>Select BIO or CHM from Major Map list below.</li> </ul>
 MAT 266: Calculus for Engineers II (MA)	3	C	
ENG 101 or ENG 102: First-Year Composition OR ENG 105: Advanced First-Year Composition OR ENG 107 or ENG 108: First-Year Composition	3	C	
Biology or Chemistry Course	4		
Humanities, Arts and Design (HU) AND Cultural Diversity in the U.S. (C)	3		
 Complete ENG 101 OR ENG 105 OR ENG 107 course(s).			
 Minimum 2.00 GPA ASU Cumulative.			
Term hours subtotal:	16		

Term 3 31 - 47 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 CSE 120: Digital Design Fundamentals	3	C	
 MAT 243: Discrete Mathematical Structures	3	C	
 MAT 267: Calculus for Engineers III (MA)	3	C	

PHY 121: University Physics I: Mechanics (SQ)	3	C
PHY 122: University Physics Laboratory I (SQ)	1	C
Social-Behavioral Sciences (SB) AND Historical Awareness (H)	3	
 Minimum 2.00 GPA ASU Cumulative. Complete Mathematics (MA) requirement.		
Term hours subtotal:	16	

Term 4 47 - 63 Credit Hours <b>Critical course signified by</b> 	Hours	Minimum Grade	Notes
 CSE 220: Programming for Computer Engineering	3	C	
 CSE 230: Computer Organization and Assembly Language Programming	3	C	
PHY 131: University Physics II: Electricity and Magnetism (SQ)	3	C	
PHY 132: University Physics Laboratory II (SQ)	1	C	
MAT 275: Modern Differential Equations (MA)	3	C	
Humanities, Arts and Design (HU)	3		
Complete MAT 265 AND MAT 266 AND MAT 267 AND MAT 243 AND CSE 110 AND CSE 205 AND CSE 120 AND CSE 220 AND CSE 230 course(s).			
Term hours subtotal:	16		

Term 5 63 - 77 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
 CSE 310: Data Structures and Algorithms	3	C	
CSE 301: Computing Ethics	1	C	
CSE 320: Design and Synthesis of Digital Hardware	3	C	
EEE 202: Circuits I	4	C	
IEE 380: Probability and Statistics for Engineering Problem Solving (CS)	3	C	
Term hours subtotal:	14		

Term 6 77 - 93 Credit Hours <b>Necessary course signified by</b> 	Hours	Minimum Grade	Notes
 CSE 325: Embedded Microprocessor Systems	3	C	
CSE 360: Introduction to Software Engineering	3	C	
EEE 334: Circuits II	4	C	
MAT 343: Applied Linear Algebra	3	C	

Term hours subtotal: 16

Term 7 93 - 108 Credit Hours <b>Necessary course signified by</b> ★	Hours	Minimum Grade	Notes
★ CSE 423: Systems Capstone Project I (L)	3	C	<ul style="list-style-type: none"> <li>• Please see course lists below for CSE Technical Electives. Contact CIDSE Advising or visit the <a href="#">CIDSE website</a> for additional information. Maximum 6 hours at the 300-level.</li> <li>• Effective fall 2016, CSE 423 requires CSE 320, 325, 330, and 360 with a C or better as prerequisites.</li> <li>• Effective fall 2016, CSE 430 changes to CSE 330.</li> </ul>
CSE 430: Operating Systems	3	C	
CSE 434: Computer Networks	3	C	
<i>Complete 2 courses:</i> Upper Division CSE Technical Elective	6	C	
Term hours subtotal:		15	

Term 8 108 - 120 Credit Hours <b>Necessary course signified by</b> ★	Hours	Minimum Grade	Notes
★ CSE 424: Systems Capstone Project II (L)	3	C	<ul style="list-style-type: none"> <li>• Please see course lists below for CSE Technical Electives. Contact CIDSE Advising or visit the <a href="#">CIDSE website</a> for additional information. Maximum 6 hours at the 300-level.</li> </ul>
CSE 420: Computer Architecture I	3	C	
<i>Complete 2 courses:</i> 4** CSE Technical Elective	6	C	
Term hours subtotal:		12	

- Please see course lists below for CSE Technical Electives. Contact CIDSE Advising or visit the [CIDSE website](#) for additional information. Maximum 6 hours at the 300-level.

The curriculum updates referred to in some terms of the major map occurred because the Ira A. Fulton Engineering programs are **required** by our accreditation agency ABET to follow a curriculum continuous improvement process to keep up with technology changes and feedback from industry constituents. The changes were made to better prepare students for future success in the capstone courses for the degree.

Hide Course List(s)/Track Group(s)

Biology or Chemistry Courses	CSE Technical Electives
BIO 181: General Biology I (SQ)	Note: 6 hours maximum of 300-level Technical Electives. 6 hours minimum of 400-level Technical Electives.
BIO 182: General Biology II (SG)	Maximum 3 hours of CSE 484 or FSE 301.
BIO 201: Human Anatomy and Physiology I (SG)	Maximum 6 hours of CSE 484, 492, 493 or 499.
BIO 202: Human Anatomy and Physiology II (SG)	Some Technical Electives may require additional prerequisites.
CHM 113: General Chemistry I (SQ)	Students considering graduate program in Computer Science should take CSE 340 and CSE 355.
CHM 116: General Chemistry II (SQ)	
CHM 114: General Chemistry for Engineers (SQ)	

CSE 340: Principles of Programming Languages

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CSE 355: Introduction to Theoretical Computer Science

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EEE 304: Signals and Systems II

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EEE 350: Random Signal Analysis

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FSE 301: Entrepreneurship for Engineers

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IEE 385: Engineering Statistics: Probability

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CSE 4\*\* Elective

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CPI 411: Graphics for Games

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CPI 412: Cognitive Systems and Intelligent Agents

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EEE 404: Real-Time DSP Systems

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EEE 407: Digital Signal Processing

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EEE 425: Digital Systems and Circuits

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EEE 455: Communication Systems

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EEE 480: Feedback Systems

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EEE 481: Computer-Controlled Systems

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MAT 421: Applied Computational Methods (CS)

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**Total Hours:** 120

**Upper Division Hours:** 45 minimum

**Major GPA:** 2.00 minimum

**Cumulative GPA:** 2.00 minimum

**Total hrs at ASU:** 30 minimum

**Hrs Resident Credit for**

**Academic Recognition:** 56 minimum

**Total Community College Hrs:** 64 maximum

### General University Requirements Legend

General Studies Core Requirements:

- Literacy and Critical Inquiry (L)
- Mathematical Studies (MA)
- Computer/Statistics/Quantitative Applications (CS)
- Humanities, Arts and Design (HU)
- Social-Behavioral Sciences (SB)
- Natural Science - Quantitative (SQ)
- Natural Science - General (SG)

General Studies Awareness Requirements:

- Cultural Diversity in the U.S. (C)
- Global Awareness (G)
- Historical Awareness (H)

First-Year Composition

General Studies designations listed next to courses on the major map were valid for the 2015 - 2016 academic year. Please refer to the course catalog for current General Studies designations at time of class registration. General Studies credit is applied according to the designation the course carries at the time the class is taken.