Summary of Degree Requirements

128 Hours Total

A. Required Classes 68 Hours
B. Probability and Statistics 3 Hours
C. Technical Electives 27 Hours
D. General Education 18 Hours
E. Free Electives 12 Hours
Total 128 Hours

Minimum GPA requirements: 2.00 Cumulative Illinois grades
2.00 ECE classes (TGPA)
2.00 Semester

Probation and Drop Rules

<table>
<thead>
<tr>
<th>Probation Rule</th>
<th>Why you are on probation</th>
<th>To avoid being dropped</th>
<th>Drop Rule</th>
</tr>
</thead>
<tbody>
<tr>
<td>1A</td>
<td>Semester GPA &lt; 2.0</td>
<td>Sem. GPA &gt; 2.0 next semester</td>
<td>17</td>
</tr>
<tr>
<td></td>
<td>Cumulative GPA &gt; 2.0</td>
<td></td>
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<tr>
<td>1B</td>
<td>1.75 &lt; Cumulative GPA &lt; 2.0</td>
<td>Sem. GPA &gt; 2.25 next semester</td>
<td>17</td>
</tr>
<tr>
<td>1C</td>
<td>Cumulative GPA &lt; 1.75</td>
<td>Sem. GPA &gt; 2.33 next semester</td>
<td>17</td>
</tr>
<tr>
<td>1E, 1G or 1H</td>
<td>Dean’s Prerogative “almost dropped, last chance”</td>
<td>Sem. GPA &gt; (value) next semester</td>
<td>18</td>
</tr>
<tr>
<td>1T</td>
<td>ECE GPA (TGPA) &lt; 2.0</td>
<td>Bring TGPA &gt; 2.0 next semester</td>
<td>18</td>
</tr>
<tr>
<td>1P</td>
<td>Departmental probation</td>
<td>Meet specified conditions</td>
<td>18</td>
</tr>
</tbody>
</table>

Junior Eligibility Rule

| 2.25 Rule | This is not a probation rule. However, you may not register for ECE 313, 329, 385, 440, etc. | Retake 2.25 Rule courses to bring their average over 2.25, see page 3. | None |
# Computer Engineering

**Work Sheet**

(See requirement details on following pages)

September 2018

## A. Required Classes

Check list on next pages

## B. Probability and Statistics

Choose ECE 313 or STAT 410

## C. Tech Electives

List your courses here:

<table>
<thead>
<tr>
<th>EE Foundations</th>
<th>Adv. Computing</th>
<th>Design</th>
<th>Additional Tech Elective</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 of 6</td>
<td></td>
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</tbody>
</table>

## D. General Education Requirements

**HUM+SBS+Lib. Elec. ≥18 hrs**

<table>
<thead>
<tr>
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</tbody>
</table>

Your Totals:

Required: 1 crs 3 crs 1 crs -- 27

## E. Free Electives – 12 hrs

6 hours must be taken for a grade. Rules for credit: almost anything (see ECE website).

(*) Students must take 3 collegiate levels of one language or 3 years of one high school level language. Approval needed to count for Lib Ed hours (COE).

(**) Only for students admitted FA18 and after.

(***) The College of Engineering requires HUM+SBS+Lib. Elec. to total at least 18 hours. Certain courses can count towards more than one requirement. See Course Explorer.
Computer Engineering Curriculum
Note: these rules do not apply to the Electrical Engineering major

A. Required Courses (68 hours)

Core Courses Counted for the 2.25 Junior Eligibility Rule
You need a 2.25+ GPA average in these courses to register for third year ECE courses

Physics
PHYS 211 4 hours ___
PHYS 212 4 hours ___
PHYS 213 2 hours ___
PHYS 214 2 hours ___

Math
MATH 221* 4 hours ___
MATH 231 3 hours ___
MATH 241 4 hours ___
MATH 286 4 hours ___

Computer Science
CS 173 3 hours___ (ECE 220 required)
or Math 213
CS 225 4 hours____ (ECE 220 required)

ECE
ECE 110 3 hours ___
ECE 120 4 hours ___
ECE 220 4 hours ___
ECE 210 4 hours ___

Chemistry, Rhetoric Courses, and ENG 100
CHEM 102/103 4 hours____
RHET 105 4 hours____
ENG 100 0 hours____

Upperclass ECE Courses
ECE 385 3 hours____
ECE 391 4 hours____
ECE/CS 374 4 hours____

*Math 220, 5 hours, if no high school calculus.
B. Probability and Statistics (3 hours)
ECE 313 3 hours
or STAT 410 / MATH 464

C. Computer Engineering Technical Electives (27 hours)
All tech electives selected from the departmentally approved List of Technical Electives.

<table>
<thead>
<tr>
<th>Requirement</th>
<th>Hours/Courses</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 of the 6 EE Foundations Course:</td>
<td>1 course</td>
</tr>
<tr>
<td>ECE 310, 329, 330, 340, 461, or 482</td>
<td></td>
</tr>
<tr>
<td>Advanced Computing Electives</td>
<td>3 courses</td>
</tr>
<tr>
<td>Design Elective:</td>
<td>1 course</td>
</tr>
<tr>
<td>ECE 411, 445, or 469+499</td>
<td></td>
</tr>
<tr>
<td>Additional Tech Electives*</td>
<td>--</td>
</tr>
<tr>
<td><strong>TOTAL</strong></td>
<td><strong>27+ hours</strong></td>
</tr>
</tbody>
</table>

* The 1 of 6, ACE, and Design requirements alone do not total to 27 hours. Additional tech electives must be taken from the departmentally approved List of Technical Electives.

All courses cross-listed with ECE courses are counted as ECE hours. Cross-listed means the courses are the same in different departments. For example, GE 421 Intro to Robotics is the “same as” ECE 470, so it counts as an ECE tech elective. In CS 241 it says “Credit is not given for both CS 241 and ECE 391. They are not the same course; you won’t get any credit for CS 241.

**Restrictions and Notes:**

1. ECE/PHIL 316, Engineering Ethics, is a Campus Humanities course, which meets Comp II requirements. It will not count as an ECE Elective.
2. Some sections of ECE 199, 398, and 498 may not have technical content. These sections will not count as ECE electives.
3. Specifically required ECE courses (e.g., ECE 313) do not count.
4. Courses for non-majors (e.g., ECE 205) do not count unless approved.
5. Students may use independent study and project hours: ECE 397 (Individual Study in ECE), ECE 396 (Honors Project), and ECE 496/499 (Senior Research Project and Thesis).
   **However**, no student may take more than 4 hours special problems with the same instructor, nor count more than a total of 6 hours towards graduation as a technical elective or a required advanced ECE course or lab, regardless of the department in which they are taken.
6. ECE 297 can be repeated for up to 2 hours of ECE technical electives, but does not count as part of the 6 hours of independent study allowed for Technical Electives.
7. **Non-ECE tech elective hours:**
   ENG 491 Interdisciplinary Design Project, approved sections. For ECE credit, go to 2120 ECEB.