



BS in ELECTRICAL ENGINEERING (393550) MAP Sheet
 Department of Electrical and Computer Engineering
 For students entering the degree program during the 2006–2007 curricular year.

This is a limited-enrollment program requiring departmental admissions approval. Please see the college advisement center or department office for information regarding requirements for admission to this major.

UNIVERSITY CORE AND GRADUATION REQUIREMENTS				MAJOR REQUIREMENTS (90.5-91.5 total hours)	
UNIVERSITY CORE REQUIREMENTS (48.5 hours minimum)				Complete the following preprofessional program as soon as possible upon entering BYU: a. Complete the following: Math 112* Calculus 1 4.0 Math 113* Calculus 2 4.0 Phscs 121* Principles of Physics 1 3.0 Phscs 220* Principles of Physics 3 3.0 b. During the semester of completing the above, obtain an application from the college advisement center and apply for professional status. (Contact the department office or the college advisement center [264 CB] for additional details.) Complete the following supporting courses (either as a preprofessional or a professional student): C S 142 Introduction to Computer Programming 3.0 C S 235 Data Structures and Algorithms 3.0 EC En 124 Introduction to Computing Systems 3.0 EC En 224 Fundamentals of Digital Systems 3.0 Math 214 Calculus of Several Variables 3.0 Math 334 Ordinary Differential Equations 3.0 Math 343 Elementary Linear Algebra 3.0 Phscs 281 Principles of Solid State Physics 3.0 And complete one course from the following: Chem 105* General College Chemistry 4.0 Chem 111* Principles of Chemistry 3.0 And complete one course from the following: Engl 312* Persuasive Writing 3.0 Engl 316* Technical Writing 3.0 Complete the following professional requirements: EC En 212 Circuit Analysis and Laboratory 5.0 EC En 313 Electronic Circuit Design 1 4.0 EC En 317 Electronics Laboratory 1 1.0 EC En 360 Transmission Lines & Introductory Fields 4.0 EC En 361 Transmission Lines & Introductory Fields Lab 1.0 EC En 370 Probability Theory 3.0 EC En 380 Signals & Systems 5.0 EC En 391 Junior Seminar 0.5 EC En 490 Team Design Project 4.0	
Requirements #Classes Hours Classes				Complete at least 19 hours from the following advanced program and technical electives: a. Complete at least 4 courses from the following : Ch En 381 Intro to Semiconductor Processing 3.0 EC En 320 Digital System Design 3.0 EC En 324 Computer System Architecture 3.0 EC En 425 Real-Time Operating Systems 4.0 EC En 427 Embedded Systems 4.0 EC En 443 Communication and Power Circuits 4.0 EC En 445 Introduction to Mixed-Signal VLSI 4.0 EC En 450 Introduction to Semiconductor Devices 3.0 EC En 451 Introduction to Digital VLSI Circuits 4.0 EC En 464 Wireless Communications Circuits 2.0 EC En 466 Introduction to Optical Engineering 2.0 EC En 483 Feedback Control of Dynamic Systems 4.0 EC En 485 Intro to Digital Communication Theory 4.0 EC En 487 Intro to Discrete-Time Signal Processing 4.0 b. Complete remaining course hours selected from the following: (1) additional courses listed in a above, or other 400-level EC En courses. (2) 500-level EC En courses. (3) Other engineering, mathematics, physics, or computer science courses as specified or approved by the EC En department. Some suggested courses are: C S 236 Discrete Structures 3.0 C S 240 Advanced Programming Concepts 3.0 EC En 452 Experiments-Integrated Circuit Development 1.0 EC En 455 VLSI Testing 1.0 Math 315 Theory of Analysis 3.0 Math 316 Theory of Analysis 3.0 Math 332 Introduction to Complex Analysis 3.0 Math 347 Introduction to Partial Differential Equations 3.0 Math 350 Combinatorics 3.0 Math 355 Graph Theory 3.0 Math 371 Abstract Algebra 3.0 Math 372 Abstract Algebra 3.0 Math 387 Number Theory 3.0 Math 411 Numerical Methods 3.0 Math 480 Mathematical Models 3.0 Math 500-level courses Phscs 222 Modern Physics 3.0 Phscs 400-level courses Phscs 500-level courses Other courses as approved by the department	
Doctrinal Foundation Book of Mormon 2 4.0 Rel A 121/H and 122/H New Testament 1 2.0 Rel A 211/H or 212/H Doctrine and Covenants 1 2.0 Rel C 324/H or 325/H					
The Individual and Society Wellness 1or3 1.5–2.0 from approved list Citizenship 1–2 3–6.0 from approved list American Heritage 1 3.0 from approved list† Global & Cultural Awareness 1 3.0 from approved list†					
Skills Effective Communication 1 3.0 from approved list First-Year Writing 1 3.0 Engl 312* or 316* Adv Written & Oral Communication 1 4.0 Math 112* or 113* Quantitative Reasoning 1 4.0 Math 112* or 113* Languages of Learning (Math or Language) 1 4.0					
Arts, Letters, and Sciences Civilization 1 and 2 2 6.0 from approved list‡ Arts 1 3.0 from approved list‡ Letters 1 3.0 from approved list‡ Scientific Principles & Reasoning 1–2 3–6.0 from approved list Biological Science 2 6–7.0 Chem 105* or 111*, and Physical Science 1 Phscs 121* or 220* Social Science 1 3.0 from approved list					
Core Enrichment: Electives Religion Electives 3–4 6.0 from approved list† Open Electives Variable Variable personal choice					
GRADUATION REQUIREMENTS: Minimum residence hours required 30.0 Minimum hours needed to graduate 120.0					

FOR GE QUESTIONS CONTACT THE ADVISEMENT CENTER ♦ FOR MAJOR QUESTIONS SEE YOUR DEPARTMENT ADVISOR
 *THESE CLASSES FILL BOTH UNIVERSITY CORE AND MAJOR REQUIREMENTS (13–14.0 hours overlap)

†REDUCTION OF TOTAL CREDITS IS RECOMMENDED by satisfying the Global & Cultural Awareness requirement using either 1) Rel C 351 or a combination of Rel C 355 and 356 (which also double counts to satisfy part of the religion elective requirements) or 2) a combination of a foreign-language mission with the 300- or 400-level foreign language culminating course (which many students take anyway).

‡REDUCTION OF TOTAL CREDITS IS RECOMMENDED by choosing a Civilization 2 course that also double counts for the Arts requirement (if a separate Letters course is taken) or the Letters requirement (if a separate Arts course is taken) --- see the University Core list for specifics.

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2006–2007

Suggested Sequence of Courses*:

FRESHMAN YEAR

<u>1st Semester</u>	
C S 142 (FWSpSu)	3.0
Chem 105 (FWSpSu)	4.0
1 st Year Writing	3.0
Math 112 (FWSpSu)	4.0
Rel A 121 (FWSpSu)	2.0
Total Hours	16.0

2nd Semester

EC En 124 (FWSpSu)	3.0
Math 113 (FWSpSu)	4.0
Phscs 121 (FWSpSu)	3.0
American Heritage requirement	3.0
Wellness requirement	2.0
Rel A 122 (FWSpSu)	2.0
Total Hours	17.0

SOPHOMORE YEAR

<u>3rd Semester</u>	
C S 235 (FWSp)	3.0
EC En 224 (FWSp)	3.0
Math 343 (FWSpSu)	3.0
Phscs 220 (FWSp)	3.0
University core requirement	3.0
Rel A 211 or 212 (FWSpSu)	2.0
Total Hours	17.0

4th Semester

EC En 212 (FWSp)	5.0
EC En 370 (FW)	3.0
Math 334 (FWSpSu)	3.0
University core requirement	3.0
Religion elective	2.0
Total Hours	16.0

JUNIOR YEAR

<u>5th Semester</u>	
EC En 313 (FWSp)	4.0
EC En 317 (FWSp)	1.0
EC En 391 (F)	0.5
Engl 312 or 315	3.0
Math 214 (FWSpSu)	3.0
Phscs 281 (F)	3.0
Rel A 324 or 325	2.0
Total Hours	16.5

6th Semester

EC En 360 (FW)	4.0
EC En 361 (FW)	1.0
EC En 380 (FWSp)	5.0
Technical elective	4.0
Religion elective	2.0
Total Hours	16.0

SENIOR YEAR

7th Semester

Technical elective	4.0
Technical elective	4.0
University core requirement	3.0
University core requirement	3.0
Total Hours	14.0

8th Semester

EC En 490 (FW)	4.0
Technical elective	3.0
Technical elective	4.0
University core requirement	3.0
Religion elective	2.0
Total Hours	16.0

*Actual course sequences should be adapted to individual needs. For example, students with AP credits in Math, Physics, or Computer Science will already have credit for some initial courses. Many students find it beneficial to attend one or more spring or summer terms. On average, students take about nine semesters to graduate in this program.

THE DISCIPLINE:

Electrical and computer engineers study phenomena, devices, and systems for information processing, communication, and systems control. These studies, grounded primarily in physics and mathematics, have enabled engineers to develop the innovative new technologies for information acquisition, processing, storage, and communication that have made possible our contemporary Age of Information.

Examples of systems developed by electrical and computer engineers include radio, television, radar, satellite communication systems, cellular telephones, laptop computers, fiber-optic communications devices, global and local computer networks, robotic systems, control systems, fax machines, medical image processing, computer modems, lasers, pagers, computer vision, programmable calculators, VLSI chips, computer-aided design tools, and medical instruments.

Although it is the goal of engineering to produce useful objects, electrical and computer engineers typically play a limited role in construction, assembly, or mass production. Instead, they focus on design, analysis, and the development of the underlying theory and knowledge applied in the design process.

CO-OP EXPERIENCES:

Optional co-op experiences with engineering firms throughout the USA are available. These experiences typically extend over one semester plus the spring/summer terms, for a total of eight months.

PROFESSIONAL AND HONOR SOCIETIES:

The student chapter of the Institute of Electrical and Electronic Engineers, Eta Kappa NU, is the electrical and computer engineering honor society, and Tau Beta Pi is the honor society for all engineering fields.

CAREERS:

Electrical and computer engineers are among the most actively recruited students graduating from a four-year program. Baccalaureate engineers typically start their careers as members of project teams with one or more of the following responsibilities: designing digital, analog, or opto-electronic circuits; creating or testing application-specific software; testing components or systems; or providing technical support for sales. Later on, many engineers find themselves pursuing managerial careers, starting their own companies, or even managing entrepreneurial funds. Top graduates are also well received by medical schools, law schools, and professional and management programs.

The BS curriculum for both the electrical engineering and computer engineering degrees is accredited by the Engineering Accreditation Commission of the Accreditation Board for Engineering and Technology, Inc. (ABET).

Note: Students are encouraged to complete an average of 16 credit hours each semester or 32 credit hours each year, which could include spring and/or summer terms. Taking fewer credits substantially increases the cost and the number of semesters to graduate.

Electrical and Computer Engineering Department
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