

## B.S. in Engineering Technology Electronics Emphasis (EET) 2021-22

|   | Course            | Title                                 | Cr. | When   | Prerequisites                                      |
|---|-------------------|---------------------------------------|-----|--------|--|
|   | Quantitative Lit. | MATH 1050 - College Algebra           | 4   | F/S/SU | MATH 1010 or ALEKS 50                              |
|   | Quantitative Lit. | MATH 1060- Trigonometry               | 3   | F/S/SU | MATH 1010 or ALEKS 50                              |
| Other GE courses are required to graduate with a Bachelor's Degree from SUU.  |                   |                                       |     |        |  |
| Other GE Courses are required to graduate with a Bachelor's Degree from SUU. The above-listed courses count for both GE and major requirements. |                   |                                       |     |        |  |
| Core Requirements   | COMM 4240         | Technical Writing                     | 3   | F/S/Su |  |
|   | CS 1400           | Fundamentals of Programming           | 3   | F/S    | CSIS 1030 or MATH 1050                             |
|   | EET 4960          | Capstone Project                      | 3   | F/S    | EET 1700, 2700, 2780, 3760 & Instructor Permission |
|   | MGMT 3180         | Management & Organizations            | 3   | F/S/Su | Jr or Sr   |
|   | PHYS 2020/15      | College Physics I/Lab                 | 4/1 | F/Su   | MATH 1060 or ALEKS 75                              |
| Select one  | MATH 1100         | Applied Calculus                      | 3   | S      | MATH 1050 or ALEKS 60                              |
|   | MATH 1210         | Calculus I                            | 4   | F/S/Su | MATH 1050 & 1060 or ALEKS 75                       |
| Electronic Engineering Technology Core  | CCET 1030         | Intro to CAD/CAM 3D Design            | 3   | F/S    |  |
|   | CS 1410           | Object Oriented Programming           | 3   | F/S/Su | CS 1400  |
|   | CS 2420           | Intro to Algorithms & Data Structures | 3   | F/S/Su | CS 1410  |
|   | CS 2810           | Computer Organization & Architecture  | 3   | S      | CS 1410 & EET 2780                                 |
|   | EET 1700          | Circuit Analysis I                    | 3   | F      | MATH 1050  |
|   | EET 1730          | Electronic Devices I                  | 3   | F      | EET 2700   |
|   | EET 2700          | Circuit Analysis II                   | 3   | S      | EET 1700 & MATH 1100 or 1210                       |
|   | EET 2710          | Electronic Devices II                 | 3   | S      | EET 1730   |
|   | EET 2750          | PC Hardware                           | 3   | F/S/Su |  |
|   | EET 2760          | Industrial Control Systems            | 3   | S      |  |
|   | EET 2780          | Digital Electronics I                 | 3   | F/Su   | MATH 1050 or higher                                |
|   | EET 3080          | Digital Electronics II                | 3   | S/Su   | EET 2780   |
|   | EET 3710          | OP-AMPS/Linear Integrated Circuits    | 3   | S      | MATH 1210 or 1100, EET 2710 & 2780                 |
|   | EET 3760          | Electronic Design & Fabrication       | 3   | F      | EET 2700 & 2710 (repeatable x2)                    |
|   | EET 3780          | Applications of Microprocessors       | 3   | F      | EET 2780   |
|   | IS 2600           | Data Communications & Networking      | 3   | F/S    |  |
| EET Electives<br>Chose 2<br>(6 credits)   | CS 3150           | C and C++ Programming                 | 3   | F      | CS 2420  |
|   | CS 3600           | Operating Systems                     | 3   | S      | CS 2420  |
|   | EET 3720          | Communications Circuits               | 3   | S      | EET 2710 & EET 3710**                              |
|   | EET 3790          | Computer Interfacing                  | 3   | S      | EET 2780   |

Free Electives to total 120 credits and 40 Upper Division credits (13 more UD needed)

\* As needed

\*\* Can be concurrent