The School of Engineering offers three distinct major programs. They are described below.

**Computer Science and Engineering**
This program produces graduates with a broad perspective in both software and hardware topics pertinent to computing systems. It provides the foundation and specialized knowledge necessary to analyze, design and evaluate system software, utility programs and software-hardware architectures. The program is supported by study in mathematics, science, and engineering. This allows students to design hardware and software solutions for a wide variety of application domains. Students gain hands-on experience in the laboratory courses accompanying classroom work, and develop design skills in course work beginning in the first two years. Design experience continues in junior and senior years in the areas of software engineering and in applications areas of the student's choosing, culminating in the one semester Senior Design Project course.

This program leads to a Bachelor of Science in Engineering (BSE), and requires a minimum of 126 credits.

You can apply for this major on the School of Engineering PPC application under the “Computer Science & Engineering” department.

**Computer Science**
This program produces graduates with a broad understanding of both computing principles and computing practice. The program emphasizes the fundamental computing models through the design and analysis of algorithms and software. Included in the program is coursework in a computing application area outside of the School of Engineering such as business or bioinformatics. The program is supported by study in mathematics, science, and engineering. Students gain hands-on experience in the laboratory courses accompanying classroom work, and develop design skills in course work beginning in the first two years. Design experience continues in junior and senior years in the areas of software engineering and in applications areas of the student's choosing, culminating in the one semester Senior Design Project course.

This program leads to a Bachelor of Science (BS), and requires a minimum of 120 credits.

You can apply for this major on the School of Engineering PPC application under the “Computer Science & Engineering” department.

**Computer Engineering**
This program produces graduates with skills in designing computer hardware and peripherals, and emphasizes the electrical characteristics of the computer itself. It is focused primarily on designing the computer hardware, associated core software structures and their interfaces. Focus areas include real-time computing systems, communication and computing networks, and VLSI design/fabrication. Students in the program get a strong grounding in both computer science and electrical engineering.

This program leads to a Bachelor of Science in Engineering (BSE), and requires a minimum of 126 credits.

You can apply for this major on the School of Engineering PPC application under the “Electrical & Computer Engineering” department.