COMPUTER ENGINEERING (CE) AREA COURSES

The following listings and diagrams provide suggestions for graduate students preparing Plans of Study in Computer Engineering. The courses are organized loosely into three sub-areas: Computer Architecture, Software Systems, and Artificial Intelligence. In all cases, courses other than those listed may be used with the approval of your advisor and the ECE Graduate Office. Additional experimental courses are available: for the current list see the web page at http://www.purdue.edu/ECE/Graduates/.

Legend

- Core course
- Recommended non-CE graduate course
- Undergraduate course that covers prerequisite knowledge

Arrows show prerequisites, i.e. A is a prerequisite of B