CPE 142. Advanced Computer Organization. 3 Units
Prerequisite(s): CSC 137 or CPE 166 and CPE 185.
Term Typically Offered: Fall, Spring

Design and performance issues of computers. Instruction set architecture, computer arithmetic, processor design, survey of contemporary architectures, interfacing I/O devices, hierarchal memory design and analysis, parallelism and multiprocessing, distributed systems, techniques for enhancing performance, and an introduction to EDA tools for design and verification of computers. Design and simulation of a microcomputer in an HDL.
Note: Open to students with full CSC or CPE major standing only. Cross Listed: CPE 142; only one may be counted for credit.
CPE 185. Computer Interfacing.  4 Units
Prerequisite(s): CPE 64, CSC 35 and CSC 60.
Term Typically Offered: Fall, Spring

Design of microcomputer systems including memory systems, parallel and serial input/output, timer modules, and interrupt structures; designing "C" language code, in laboratory, to exercise interface modules of parallel and serial input/output, timer modules, and interrupts; extensive study of interrupt handlers, assemblers, linkers, and loaders. Practical features of interfaces, handshaking techniques, displays, keypads, and trackballs are included.

CPE 186. Computer Hardware System Design.  3 Units
Prerequisite(s): CPE 185 or EEE 174.
Term Typically Offered: Fall, Spring

Study of Intel and Motorola architectures, bus structures, interrupts, memory interface and controllers, bus arbitration, DMA controllers, I/O interface, bridges and microcontroller. Electromagnetic compatibility and regulations, cabling and shielding, grounding, digital circuit noise and layout.

CPE 187. Embedded Systems Design.  3 Units
Prerequisite(s): CPE 185 or EEE 174.
Term Typically Offered: Fall, Spring

Introduction to embedded systems with applied projects. The ISA, memory map, register architecture and configuration for one processor are studied in depth. Topics include: Overview of embedded systems; hardware, firmware, and software design; interrupt programming; application of contemporary interfacing protocols like USB and Bluetooth; use of an integrated development environment (IDE) for development; functional debugging; Real Time Operating Systems (RTOS) considerations and scheduling. One two hour lecture and one three hour lab per week.

CPE 190. Senior Design Project I.  2 Units
Prerequisite(s): CPE 166, CPE 187, EEE 108
Corequisite(s): CPE 142
Term Typically Offered: Fall, Spring

Centers on developing hardware and software project planning and engineering design skills. Emphasis is placed on design philosophies, problem definition, project planning and budgeting, written and oral communication skills, working with others in a team arrangement, development of specifications and effective utilization of available resources. Lecture one hour per week, laboratory three hours per week.

CPE 191. Senior Design Project II.  2 Units
Prerequisite(s): CPE 190, and (GWAR Certification before Fall 09, or WPJ score of 70+, or at least a C- in ENGL 109M or ENGL 109W).
Term Typically Offered: Fall, Spring

Continuation of CPE 190. Students are expected to continue the project started by design teams in CPE 190. The hardware will be completed, tested and redesigned if necessary. At the same time, software for the project will be finished and debugged. The final results of the team project will be presented to the CPE faculty and students at a prearranged seminar. Lecture one hour, laboratory three hours.

CPE 195. Fieldwork in Computer Engineering.  1 - 15 Units
Prerequisite(s): Petition approval by Program Coordinator.
Term Typically Offered: Fall, Spring

Directed observations and work experience in computer engineering with firms in the industry or public agencies. Supervision is provided by the instructional staff and the cooperating agencies. Faculty approval required.

Note: May be repeated for credit.

Credit/No Credit

CPE 195A. Professional Practice.  1 - 12 Units
Prerequisite(s): Instructor permission.
Term Typically Offered: Fall, Spring

Supervised employment in a professional engineering or computer science environment. Placement arranged through the College of Engineering and Computer Science. Requires satisfactory completion of the work assignment and a written report.

Credit/No Credit

CPE 195B. Professional Practice.  1 - 12 Units
Prerequisite(s): Instructor permission.
Term Typically Offered: Fall, Spring

Supervised employment in a professional engineering or computer science environment. Placement arranged through the College of Engineering and Computer Science. Requires satisfactory completion of the work assignment and a written report.

Credit/No Credit

CPE 195C. Professional Practice.  1 - 12 Units
Prerequisite(s): Instructor permission.
Term Typically Offered: Fall, Spring

Supervised employment in a professional engineering or computer science environment. Placement arranged through the College of Engineering and Computer Science. Requires satisfactory completion of the work assignment and a written report.

Credit/No Credit

CPE 199. Special Problems.  1 - 3 Units
Prerequisite(s): Instructor permission.
Term Typically Offered: Fall, Spring

Individual projects or directed reading.

Note: Open only to those students who appear competent to carry on individual work. Admission to this course requires approval of the faculty member under whom the individual work is to be conducted, in addition to the approval of the advisor. May be repeated for credit.

CPE 201. Research Methodology.  2 Units
Prerequisite(s): Graduate standing or instructor permission.
Term Typically Offered: Fall, Summer

Immersion in the discourse of Computer Engineering: genres, literacies, stylistic conventions, research methodology. Collective and individual study of selected issues and problems relating to fields of study in the Computer Engineering. Orientation to the requirements for the master's degree culminating experience.

Note: Must be taken in the first semester of the graduate program.

Credit/No Credit
CPE 273. Hierarchical Digital Design Methodology. 3 Units
Prerequisite(s): CSC 205, EEE 285 or their equivalents.
Term Typically Offered: Fall, Spring

Advanced logic modeling, simulation, and synthesis techniques. Topics include modeling, simulation, and synthesis techniques, using Hardware Description Language (HDL's), Register Transfer Level (RTL) representation, high level functional partitioning, functional verification and testing, computer-aided logic synthesis, logical verification and testing, timing and delay analysis, automated place and route processes, and design with Application Specific Integrated Circuits (ASICs) and programmable logic.

CPE 274. Advanced Timing Analysis. 3 Units
Prerequisite(s): EEE 273, CSC 273, CPE 273 or instructor permission.
Term Typically Offered: Fall, Spring

Timing analysis of Application Specific Integrated Circuit (ASIC) designs: Topics include ASIC design methodology, static timing analysis, timing design constraints, design reports, clock timing issues, timing exceptions, operating conditions, hierarchical analysis, analyzing designs with asynchronous logic, performance measurement and power issues. Cross-listed: EEE 274; only one may be counted for credit.

CPE 280. Advanced Computer Architecture. 3 Units
Prerequisite(s): CSC 205, fully classified graduate status.
Term Typically Offered: Fall, Spring

Introduction to parallel architecture covering computer classification schemes, fine and course grain parallelism, processor interconnections, and performance issues of multiprocessor systems. Includes parallel and pipelined instruction execution, structure of multiprocessor systems, memory hierarchy and coherency in shared memory systems, programming issues of multiprocessor systems, arithmetic pipeline design, and design for testability.

CPE 296T. Digital Speech Processing. 3 Units
Prerequisite(s): EEE 181 or instructor permission.
Term Typically Offered: Fall, Spring

The objective of this course is to cover the digital processing of speech signals. Topics include speech production and perception, speech processing in the time frequency domains. Short-time energy and Short-time Fourier analysis, homomorphic and linear predictive coding methods. Also covered are speech coding, basic introduction of text-to-speech synthesis and speech recognition. Cross listed: EEE 296T.

CPE 299. Special Problems. 1 - 3 Units
Prerequisite(s): Instructor permission.
Term Typically Offered: Fall, Spring

Open to qualified students who wish to pursue problems of their own choice. Projects must have approval and supervision of a faculty advisor.

CPE 500. Culminating Experience. 5 Units
Prerequisite(s): Advanced to candidacy and graduate coordinator's permission.
Term Typically Offered: Fall, Spring

Completion of a thesis or project approved for the master's degree.
Note: May be repeated for credit.