

BSc in Computer Engineering
(See Sheet2 for a list of acronyms of courses)

Areas and topics	Courses	Core Courses (Modules, Subjects)																	Elective Courses (Modules, Subjects)								Total									
		MA1	MA2	PH	EE	EL	DC	IPR	PL	OOP	DS	PS	SCC	IM	ADS	SWE	MP	CO	CA	CN	OS	DB	CG	MA3	EM	CP		LAN	TFT	CS	EMC	RTS	INF	VLS	IS	
CT. Circuits and Systems																																				
CT1. Physical fundamentals of semi-conductors					2																															2
CT2. Diodes and diode circuits					3																														3	
CT3. Bipolar transistors					4																														4	
CT4. MOS and Field transistors					5																														5	
CT5. Active filters					5																														5	
CT6. Forming circuit						6																													6	
CT7. Logic circuits						6																													6	
CT8. Interface circuits						6																													6	
CT9. Structure synthesis of combination logic circuits						6																													6	
CT10. Serial circuits						6																													6	
CT11. Power curcuits				2																															2	
PF. Programming Fundamentals																																				
PF1. Working with office applications											6																								6	
PF2. Basic data types							5																												5	
PF3. Fundamental programming constructs							5	2																											7	
PF4. Algorithms and problem solving								4																											4	
PF5. Fundamental data structures							5	2					4																						11	
PF6. Files								4																											4	
PF7. Recursion								1	2				2																						5	
PF8. Advanced non-linear structures								2	5				4																						11	
PF9. Overview of programming languages								1																											1	
PF10. Object-oriented programming										12																									12	
PF11. Event-driven programming								4	5																										9	
DS. Discrete Structures																																				
DS1. Functions, relations and sets											2																								2	
DS2. Basic logic											3																								3	
DS3. Boolean algebra and functions											3																								3	
DS4. Proof techniques											4																								4	
DS5. Graphs and trees											4																								4	
DS6. Discrete probability											5																								5	
DS7. Petri nets											3																								3	
DS8. Markov chains											3																								3	
DS9. Queuing systems											3																								3	
DS10. Cryptographic methods																										5								5		
PM. Principles of Management																																				

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PM1. Market mechanism													2																							2
PM2. Public sector and tax system													2																						2	
PM3. Consumer behaviour											4		2																						6	
PM4. Production, expenses and income of a firm													2																						2	
PM5. Price-forming of manufacturing factors													2																						2	
PM6. Economic cycle													3																						3	
PM7. Company information systems													3																		3				6	
PM8. Marketing systems													2																						2	
PM9. Investment and crediting systems													2																						2	
PM10. Finance and accountancy systems													2																						2	
SP. Social & Professional Issues																																				
SP1. History of computing							3																												3	
SP2. Social context of computing							3					3	1																						7	
SP3. Methods and tools of analysis												4	4																						8	
SP4. Professional and ethical responsibilities												4	3																						7	
SP5. Risks and liabilities of computer-based systems												4																							4	
SP6. Intellectual property.												5																							5	
SP7. Privacy and civil liberties												4	2																						6	
SP8. Computer crime												6																							6	
AC. Algorithms & Complexity																																				
AC1. Basic algorithmic analysis							4							2																					6	
AC2. Algorithmic strategies														3																					3	
AC3. Fundamental computing algorithms														3																					3	
AC6. Basic computability theory														4																					4	
AC7. Algorithms for compression and decompression														4																					4	
AC8. Cryptographic algorithms														4												6									10	
CG. Computer Graphics and HCI																																				
CG1. Fundamental techniques in graphics																							3												3	
CG2. Graphic systems																							5												5	
CG3. Geometric modelling																							6												6	
CG4. Basic rendering																							6												6	
CG5. Computer animation																							5												5	
CG6. Visualization																							5												5	
CG7. Foundation of human-computer interaction															2																				2	
CG8. Building a simple graphical user interface															2															2					4	
CG9. Graphical user interface design															2															2					4	

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ES9. High integrity software systems																												2		7								9	
DB. DBMS																																							
DB1. Data modelling																						6																6	
DB2. Architecture of DBMS																						3																3	
DB3. Relational databases																						4																4	
DB4. Object-oriented databases																						6																6	
DB5. Database query languages																						6																6	
DB5. Data mining																																			5			5	
DB6. Transaction processing																							2															2	
DB7. Life cycle of information systems development																																			5			5	
DB8. Information storage and retrieval																																			5			5	
DB9. Data security and integrity																						3							3				3				9		
VD. VLSI Design																																							
VD1. MOS transistor fundamentals					2																															2		4	
VD2. Processing and layout																																				2		2	
VD3. Function of the basic inverter structure																2																				2		4	
VD4. Circuit characterisation and performance																																				2		2	
VD5. Combinational logic circuits																																				3		3	
VD6. Sequential logic circuits																																				3		3	
VD7. Alternative circuit structures / low power design				2	4																															3		9	
VD8. Semiconductor memories and array structures					5																															2		7	
VD9. Chip input/output circuits																																				2		2	
VD10. Semi custom design technologies																																				2		2	
VD11. ASIC design methodology																																				2		2	
IS. Intelligent Systems																																							
IS1. Fundamental issues in intelligent systems																																					3	3	
IS2. Architecture of an intelligent system																																				4		4	
IS3. Knowledge representation and reasoning																																				5		5	
IS4. Non-procedural programming languages									2																												4	6	
IS5. Neural networks																																					4	4	
Total hours		30	30	30	30	30	30	25	30	30	30	25	25	25	30	30	30	45	45	30	30	30	25	15	25	25	25	25	25	25	20	25	25	20					