

Curriculum Cross Reference Matrix

Area	Page	CS	CSE	SWE	NE	IS	SEC	EC	ET
	No.								
COMPUTER SCIENCE (CS)	B-2								
Discrete Structures	B-2	X					X		
Algorithms, data structures, and complexity	B-3	X		X		X	X		
Programming	B-4	X	X	X	X	X	X	X	X
Programming languages & compilers	B-4	X		X		X	X		
Architecture	B-5	X	X		X	X	X		
Operating systems	B-6	X		X	X	X	X	X	
Networks and distributed computing	B-7	X	X	X	X	X	X	X	X
Data management	B-8	X		X		X	X	X	X
Software Engineering and methodology	B-9	X		X		X	X	X	
Intelligent systems	B-9	X				X	X		
Graphics and multimedia	B-10	X		X		X		X	X
Human-computer interaction (HCI)	B-11	X	X	X		X		X	X
Computational science	B-12	X							
System measurement and capacity planning	B-12	X			X	X		X	
Social, ethical, and professional issues	B-13	X	X	X	X	X	X	X	X
COMPUTER SYSTEMS ENGINEERING (CSE)	B-14								
Electronics	B-14		X						
Digital Device Technology	B-15		X						
Digital Design	B-15		X						
Signals and Systems	B-16		X						
Computer Architecture (see CS - Architecture)	B-17		X						
Computer Interfacing (see CS - HCI)	B-17		X						
SOFTWARE ENGINEERING (SWE)	B-18								
Computing systems	B-18	X	X	X	X	X	X	X	
Software requirements and specifications	B-19	X		X		X	X	X	
Software Design	B-19	X		X		X	X	X	
Software construction	B-20			X		X			
User Interface Design and Development	B-21	X	X	X		X		X	
Test, Evaluation, and Measurement	B-21			X					
Project Management	B-22			X	X	X	X	X	
Critical software systems	B-22	X		X				X	

