

Fall Semester 2015-2016 Undergraduate Courses

CMPE100 - Introduction to Profession

CMPE101 - Foundations of Computer Engineering

CMPE108 - Algorithms & Programming

CMPE110 - Fundamentals of Computing and Programming

CMPE112 - Programming Fundamentals

CMPE211 - Object Oriented Programming

CMPE223 - Digital Logic Design

CMPE231 - Data Structures

CMPE321 - Basics of Signals and Systems

CMPE323 - Microprocessors

CMPE343 - System Programming

CMPE371 - Analysis of Algorithms

CMPE400 - Summer Practice

CMPE401 - Graduation Project - I/II

CMPE403 - Graduation Project - I/II

CMPE404 - Graduation Project - II/II

CMPE405 - Graduation Project - I/II

CMPE406 - Graduation Project - II/II

CMPE412 - Software Engineering

CMPE423 - Embedded System Design (TE)

CMPE462 - Functional and Logic Programming

CMPE466 - Computer Graphics

CMPE471 - Automata Theory

Fall Semester 2015-2016 MSc./PhD. Courses-CMPE

CMPE500 - Master Thesis

CMPE536 - Metaheuristics

CMPE547 - Queuing Networks for Computer Application

CMPE574 - Biometrics

CMPE598 - Graduate Seminar

CMPE600 - Ph.D. Thesis

CMPE699 - Ph.D. Qualifying Exam