

COMPUTER SCIENCE AND ENGINEERING TECHNOLOGY



BE A SOFTWARE ENGINEER.

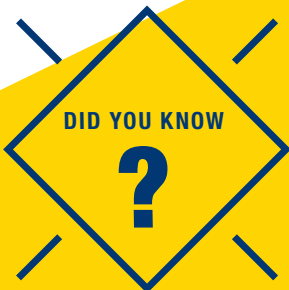
BE A DATABASE ADMINISTRATOR.

BE A GAME DEVELOPER.

RUN A NETWORK FOR A MAJOR COMPANY.

DEVELOP NEXT GENERATION INTERNET.

BE A NETWORK SECURITY SPECIALIST.



EMAIL WAS INTRODUCED IN 1976, WHEN QUEEN ELIZABETH II OF GREAT BRITAIN SENT HER FIRST MESSAGE.

AT UT, THE COMPUTER SCIENCE AND ENGINEERING TECHNOLOGY (CSET) PROGRAM IS A HANDS-ON EDUCATION THAT LEADS TO CAREERS IN TROUBLESHOOTING, AS WELL AS MANAGEMENT OF HARDWARE AND SOFTWARE ELEMENTS IN COMPUTER SCIENCE AND ENGINEERING TECHNOLOGY. STUDENTS ARE PREPARED FOR CAREERS IN SOFTWARE ENGINEERING, DATABASE SYSTEM DESIGN AND ADMINISTRATION, WEB SERVER MAINTENANCE, NETWORK DEVELOPMENT AND MAINTENANCE, NETWORK SECURITY, WEBSITE DESIGN AND DEVELOPMENT, AND GAME DESIGN AND DEVELOPMENT.

Graduates of UT's CSET program qualify for registration as professional engineers after a period of professional engineering employment (eight years in Ohio) and completing the Fundamentals of Engineering and Professional Engineering exams.

WHAT TO EXPECT WHEN YOU GRADUATE

CSET graduates are valuable additions to high-tech corporations that are developing, maintaining or marketing computer hardware and software systems. According to the U.S. Bureau of Labor Statistics, the fastest growing occupation in the United States is computer support specialist/computer scientist; this includes CSET graduates. Demand for these professionals is expected to increase as CSET becomes one of the fastest growing career fields.



COLLEGE OF ENGINEERING
THE UNIVERSITY OF TOLEDO

COMPUTER SCIENCE AND ENGINEERING TECHNOLOGY

Group campus tours are available Monday through Friday at 10 a.m. or 2:30 p.m., and on select Saturdays at 11:15 a.m. Individual admission appointments are available by request. Individualized college or department visits also are available weekdays at 1:15 p.m. by appointment.

utoledo.edu/admission/campusvisit • 800.5TOLEDO

Suggested Curriculum*

FIRST YEAR

Fall Semester

ENGT 1000 Intro to Engineering Tech	1
CSET 1100 Intro to CSET	4
ENGL 1110 English Composition I	3
PHIL 1010 Intro to Logic	3
EET 2420 Elect Instrument Lab	1
Social Science Elective	3
Total	15 hours

Spring Semester

CSET 1200 GUI Programming	3
EET 2210 Digital Logic Fundamentals	4
ENGL 2950 Sci & Tech Report Writing	3
PHYS 2010 Technical Physics I	5
Communications Elective	3
Total	18 hours

SECOND YEAR

Fall Semester

PHYS 2020 Tech Physics II	5
MATH 2450 Technical Calculus I	4
CSET 2230 Assembly Language & Computer Architecture	4
CSET 2200 PC & Industrial Networks	4
Total	17 hours

Spring Semester

ENGT 3050 Fundamentals of Electricity	4
MATH 2460 Technical Calculus II	4
EECS 2520 Discrete Structures	3
EET 2410 Programmable Controllers	4
Social Science Elective	3
Total	18 hours

THIRD YEAR

Fall Semester

ENGT 3010 Statistics & DOE	4
MATH 2890 Numerical Methods & Linear Alg	3
EET 3350 Digital Logic Design	4
CSET Elective	3
ENGT 2000 Professional Development	1
Total	15 hours

Spring Semester

CSET 3150 Intro to Algorithms	4
CSET 3300 Database Driven Websites	4
Natural Science Elective	4
Total	12 hours

FOURTH YEAR

Fall Semester

CSET 4750 Comp Net & Data Comm	4
CSET 3600 Software Engineering & Human Interfacing	3
CSET 4350 Operating Systems	3
Multicultural Elective	3
Professional Development Elective	3
Total	16 hours

Spring Semester

ENGT 4050 Senior Tech Capstone	3
CSET 4250 Comparative Prog Languages	3
CSET Elective	4
Hum/Multicultural Elective	3
Professional Development Elective	3
Total	16 hours

For more information about computer science and engineering technology, contact:

Office of Undergraduate Studies

College of Engineering
Mail Stop 311

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419.530.8040

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utoledo.edu/engineering

*Sample curriculum is subject to change. Please consult the department for up-to-date information. For more detailed program requirements, visit utoledo.edu/menu/academics.