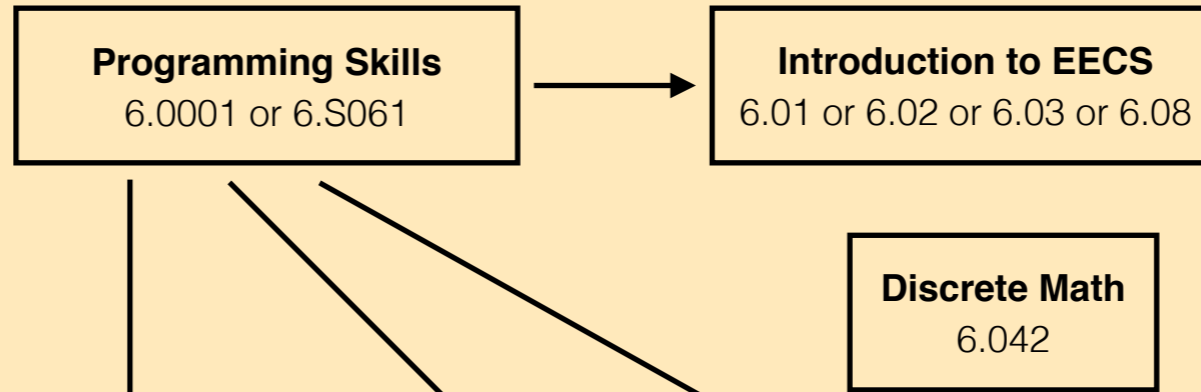


6-3: Computer Science and Engineering

The 6-3 curriculum builds primarily on the **Calculus II GIR**; not all subjects require a GIR as a pre-requisite

introductory subjects

introduce students to the breadth of our department, and teach fundamental skills for electrical engineering and computer science



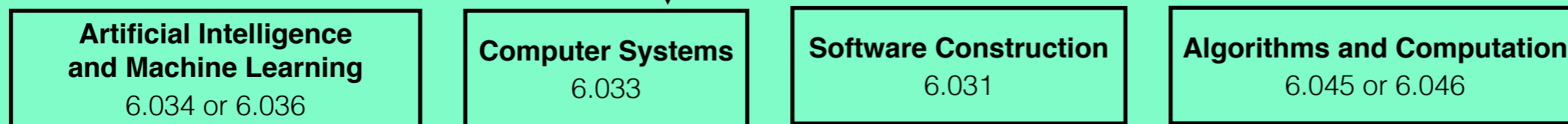
foundation subjects

build on introductory material



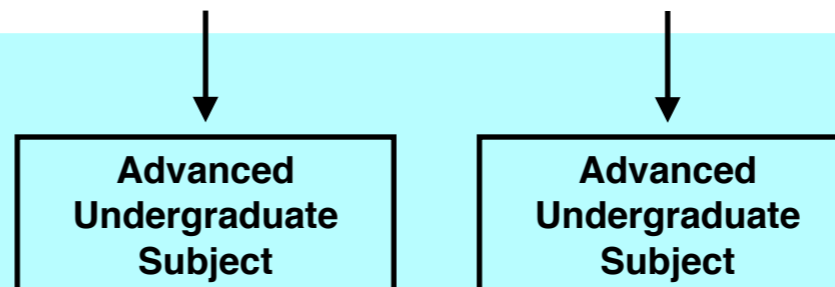
header subjects

typically rely on a foundation course as a pre-requisite



advanced undergraduate subjects

build on header material; exact pre-requisites vary



Communication
6.UAT or 6.UAR

Course 6 Elective

two additional subjects are typically taken in the junior or senior year

This is a common roadmap for 6-3, but many permutations are possible. For instance, there is a significant amount of flexibility in what order students take their foundations, and in whether they finish their foundations before taking any headers.

Semester 1: Programming skills, Discrete math

Semester 2: Introduction to EECS, Foundation #1

Semester 3: Foundation #2, Foundation #3

Semester 4: Header #1, Header #2

Semester 5: Header #3, Header #4

Semester 6: AUS #1, AUS #2

6.UAT or 6.UAR and the Course 6 elective are typically taken at some point during semesters 4-6