ETRO 296 : Capstone Project I

Develops special topics in electronic and digital computer technology. Creates, designs, and builds an electronics and computer engineering technology capstone student project. Investigates required schematics, components, and devices for the project. Includes programming, testing, troubleshooting, and characterization. Demonstrates, explains, and presents project goals, milestones, and results.

Credits 3
Lecture Hours 45
Teaching Equivalent 3.00
Prerequisites
ETRO 106, and either ICS111 or EE 160, and MATH 103 (or higher), all with grade C or better; or consent.