Republic of the Philippines
POLYTECHNIC UNIVERSITY OF THE PHILIPPINES
COLLEGE OF ENGINEERING
DEPARTMENT OF COMPUTER ENGINEERING

August 13, 2019

Dr. Remedios G. Ado
Dean, College of Engineering

COLLEGE OF ENGINEERING
DEAN'S OFFICE
RECEIVED BY: JOSEFINA A. PAVON
DATE: AUGUST 13, 2019

Dear Dr. Ado,

Greetings!

This letter is to inform you the subjects and teacher assigned to the Computer Engineering Rooms.

Room	Subject Code	Year & Sec.	Subject Description	Instructor
CEA300	ELEC2	CPE5-4	DATABASE MANAGEMENT SYSTEM	ENGR. OQUINDO
		CPE1-2	CPE DISCIPLINE	
	COEN 3423	CPE5-3	COMPUTER SYSTEM ADMIN	ENGR. PAJABERA
	COEN 3444	CPE5-3	OBJECT ORIENTED PROGRAMMING	DR. DELA CRUZ
	COEN 3054	1PCOEN3054	DATA STRUCTURES	
	COEN 3433	CPE5-2	SYSTEMS ANALYSIS AND DESIGN	ENGR.LORICO
	COEN 3433	CPE5-1	SYSTEMS ANALYSIS AND DESIGN	ENGR.LORICO
	COEN 3453	CPE5-1	PROJECT MANAGEMENT	ENGR. LEGARDA
	MATH 20063	CPE3-1D	DIFFERENTIAL EQUATIONS	ENGR. POLYAPOY
	COEN 3351	CPE3-1D	CPE DRAFTING AND DESIGN	DR. VELASCO
	COEN 3453	CPE3-1D	PROJECT MANAGEMENT	
	ELEC2	CPE5-FS1N	DATABASE MANAGEMENT SYSTEMS	
	COEN 3433	CPE5-FS1N	SYSTEM ANALYSIS AND DESIGN	
	COEN 3453	CPE5-4	PROJECT MANAGEMENT	
	COEN 3433	CPE5-3	SYSTEM ANALYSIS AND DESIGN	
	COEN 3054		DATA STRUCTURES	
	COEN 3444	CPE5-5	OBJECT ORIENTED PROGRAMMING	
	COEN3444	CPE5-1	OBJECT ORIENTED PROGRAMMING	
	ELEC2	CPE5-5	DATABASE MANAGEMENT SYSTEMS	
CEA302	MATH 20043	CPE1-1	CALCULUS 1	ENGR. POLYAPOY
	MATH 20043	CPE1-4	CALCULUS 1	ENGR. POLYAPOY
	GEED 20023	CPE2-3	POLITICS	ESPINA
	GEED 10073	CPE2-7P	ART APPRECIATION	
	COEN 3064	CPE3-1D	CIRCUITS 1	ENGR.FERNANDO
	ELEN 20024	CPE2-1	FUNDAMENTALS OF ELECTRICAL CIRCUITS	ENGR.FERNANDO
	GEED 10023	CPE1-5	UNDERSTANDING THE SELF	
	GEED 10083	CPE1-1	SCIENCE TECHNOLOGY AND SOCIETY	
	GEED 10073	CPE2-4	ART APPRECIATION	
	GEED 10013	CPE2-1	RIZAL	
	GEED 10073	CPE 2-6	ART APPRECIATION	
	MATH 10083	CPE1-2	CALCULUS 1	
	GEED 10023	CPE1-1	UNDERSTANDING THE SELF	
	GEED 10083	CPE1-4	SCI TECH AND SOCIETY	
	GEED 20023	CPE2-3	POLITICS	
	MATH 20063	CPE2-3	DIFFERENTIAL EQUATIONS	
	COEN 3064	CPE3-1D	CIRCUITS 1	
	ELEN 20044	CPE2-1	FUNDAMENTALS OF ELECTRICAL CIRCUITS	

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	GEED 10073	CPE2-5	ART APPRECIATION	
	ELEN 2004	CPE2-3	FUNDAMENTALS OF ELECTRICAL CIRCUITS	
	GEED 10073	CPE2-4	ART APPRECIATION	
	CMPE 40012	CPE1-4	BASIC CIRCUITS AND ELECTRONICS	
CEA310	GEED 10073	CPE2-2	ART APPRECIATION	PROF. ALIMAN
	GEED 10023	CPE1-3	UNDERSTANDING THE SELF	PROF. ELISON
	GEED 10073	CPE2-3	ART APPRECIATION	
	GEED 10013	CPE2-4	RIZAL	
	GEED 10053	CPE1-6	MATH IN THE MODERN WORLD	
	MATH 20043	.CPE1-3	CALCULUS 1	
	GEED 10053	CPE1-3	MATH IN THE MODERN WORLD	
	GEED 10023	CPE1-4	UNDERSTANDING THE SELF	
	GEED 20023	CPE2-6	POLITICS	
	GEED 40012	CPE1-6	BASIC CIRCUITS AND ELECTRONICS	
	GEED 20023	CPE2-2	POLITICS	
	CMPE 40012	CPE1-1	BASIC CIRCUITS AND ELECTRONICS	
	GEED 20023	CPE2-7P	POLITICS	
	ELEN 20044	CPE2-4	FUNDAMENTAL OF ELECTRICAL CIRCUITS	
	GEED 10083	CPE1-3	SCI TECH AND SOCIETY	
	GEED 10073	CPE2-3	ART APPRECIATION	
	ELEN 20044	CPE2-5	FUNDAMENTALS OF ELECTRICAL CIRCUITS	
	MATH 20063	CPE2-2	DIFFERENTIAL EQUATIONS	
	CMPE 40012	CPE1-1	BASIC CIRCUITS AND ELECTRONICS	
	GEED 10023	CPE1-4	UNDERSTANDING THE SELF	
	MATH 20063	CPE2-7P	DIFFERENTIAL EQUATIONS	
	COEN 3153	1PCOEN3153	PRINCIPLES OF COMMUNICATION	
	COEN 3453	1PCOEN3453	COMPUTER PROJECT MANAGEMENT	
	COEN 3423	CPE5-1	COMPUTER SYSTEM ADMINISTRATION	ENGR. PAJABERA
	COEN 3433	CPE 5-5	SYSTEMS ANALYSIS & DESIGN	DR. LUTZ
	GEED 20023	CPE 2-4	POLITICS	
CEA311	GEED 10053	CE 1-2	MATH IN THE MODERN WORLD	ENGR. RODRIGUEZ
	GEED 10103	CPE 2-3	FILIPINO	PROF. CUBACUB
	CMPE 20012	ME2-2	COMPUTER PROGRAMMING	ENGR. RODRIGUEZ
	ENSC 20032	BASIE1-3	COMPUTER PROGRAMMING	DR. VELASCO
	COEN 3423	CPE5-2	COMPUTER SYSTEM ADMINISTRATION	
	GEED 10103	CPE2-6	FILIPINO	
	COEN 3453	1PCOEN3453	COMPUTER PROJECT MANAGEMENT	
	COEN 3204	1PCOEN3204	DIGITAL SIGNAL PROCESSING	
	COEN 3423	CPE5-5	COMPUTER SYSTEM ADMINISTRATION	ENGR. PAJABERA
	COEN 3453	CPE5-3	COMPUTER PROJECT MANAGEMENT	ENGR. VELASCO
	COEN 3432	CPE5-4	COMPUTER SYSTEM ADMINISTRATION	
	MATH 20132	BS-ARCHI1-3	SOLID MENSURATION	
	ENSC 20032	BSIE 1-3	COMPUTER PROGRAMMING	
	CMPE 20012	BSME 2-1	COMPUTER PROGRAMMING	
	COEN-ELEC2	BSCPE 5-FS1N	DATABASE MANAGEMENT SYSTEMS	

	COEN 3423	BSCPE 5-FS1N	COMPUTER SYSTEM ADMINISTRATION	ENGR. PAJABERA
CEA312	BSCOE-ELEC2	CPE5-2	DATABASE MANAGEMENT SYSTEMS	
	CMPE 40032	CPE2-4	GAME DEVELOPMENT	ENGR. SUNGA
	CMPE 30022	CPE1-1	PROGRAMMING LOGIC AND DESIGN	ENGR. CANSINO
	CMPE 30022	CPE1-4	PROGRAMMING LOGIC AND DESIGN	ENGR. CANSINO
	CMPE 30052	CPE2-1	DATA STRUCTURES	
	COEN 3433	CPE5-3	SYSTEMS ANALYSIS AND DESIGN	ENGR. LORICO
	CMPE 30052	CPE2-3	DATA STRUCTURES	
	CMPE 30052	CPE2-5	DATA STRUCTURES	
	COEN 3433	CPE5-5	SYSTEMS ANALYSIS AND DESIGN	ENGR. LUTZER
	CMPE 30052	CPE2-4	DATA STRUCTURES	
	CMPE 40032	CPE2-6	GAME DEVELOPMENT	
	CMPE 30022	CPE1-1	PROGRAMMING LOGIC AND DESIGN	ENGR. CANSINO
	CMPE 30022	CPE1-4	PROGRAMMING LOGIC AND DESIGN	ENGR. CANSINO
	CMPE 30022	CPE1-2	PROGRAMMING LOGIC AND DESIGN	
	CMPE 40032	CPE2-7P	GAME DEVELOPMENT	
	CMPE 30052	CPE2-2	DATA STRUCTURE	
	ENSC 20032	BSIE1-4	COMPUTER PROGRAMMING	ENGR. LORICO
CEA313	CMPE 30022	CPE1-3	PROGRAMMING LOGIC AND DESIGN	
	ENSC 20032	BSIE1-5N	COMPUTER PROGRAMMING	
	CMPE 30022	CPE1-6	PROGRAMMING LOGIC AND DESIGN	
	CMPE 40032	CPE2-5	GAME DEVELOPMENT	
	ENSC 20032	BSIE1-1	COMPUTER PROGRAMMING	
	ENSC 20032	BSIE1-2	COMPUTER PROGRAMMING	
	CMPE 40012	CPE1-5	BASIC ELECTRONICS	
	BSCOE-ELEC2	CPE5-1	DATABASE MANAGEMENT SYSTEMS	
	BSCOE-ELEC2	CPE5-4	DATABASE MANAGEMENT SYSTEMS	
	CMPE 20012	BSME 2-4	COMPUTER PROGRAMMING	
	CMPE 30022	CPE1-3	PROGRAMMING LOGIC AND DESIGN	
	ENSC 20032	BASIE-15N	COMPUTER PROGRAMMING	
	CMPE 30052	CPE2-7P	DATA STRUCTURES	
	MATH 20063	CPE2-5	DIFFERENTIAL EQUATIONS	
	COEN 3453	CPE5-5	DATABASE MANAGEMENT SYSTEMS	ENGR. ADO
	ENSC 20032	BSIE1-1	COMPUTER PROGRAMMING	
	ENSC 20032	BSIE1-2	COMPUTER PROGRAMMING	
	ELEN 20044	CPE2-4	FUNDAMENTALS OF ELECTRICAL CIRCUITS	
	CMPE 30022	CPE1-5	PROGRAMMING LOGIC AND DESIGN	
	CMPE 30022	CPE1-5	PROGRAMMING LOGIC AND DESIGN	
		CPE1-5	CPE DISCIPLINE	
	CMPE 40032	CPE2-3	GAME DEVELOPMENT	
CEA314	COEN 3444	CPE5-FS1N	OBJECT ORIENTED PROGRAMMING	DOC A
	COEN 3193	1PCOEN3193	DATA COMMS	
	CMPE 40032	CPE2-1	GAME DEVELOPMENT	
	CMPE 40032	CPE2-2	GAME DEVELOPMENT	
	COEN 3453	CPE5-3	COMPUTER PROJECT MANAGEMENT	
	CMPE 40032	CPE2-6	GAME DEVELOPMENT	
	COEN 3453	CPE5-5	COMPUTER PROJECT MANAGEMENT	
	COEN 3444	CPE5-5	OBJECT ORIENTED PROGRAMMING	DOC A
	COEN 3444	CPE5-4	OBJECT ORIENTED PROGRAMMING	
	COEN 3444	CPE5-3	OBJECT ORIENTED PROGRAMMING	DOC A

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	COEN 4153	1PCOEN4153	METHODS OF ENGG RESEARCH	
		CPE1-4	CPE DISCIPLINE	
	COEN 3453	BSCPE 5-FS1N	COMPUTER PROJECT MANAGEMENT	
	COEN 3433	CPE5-1	SYSTEMS ANALYSIS & DESIGN	
	CMPE 40032	CPE2-4	GAME DEVELOPMENT	
	CPME 40032	CPE2-1	GAME DEVELOPMENT	
	CMPE 40032	CPE2-2	GAME DEVELOPMENT	
	CMPE 30052	CPE2-1	DATA STRUCTURES	
	CMPE 40032	CPE 2-5	GAME DEVELOPMENT	
	BSCOE-ELEC2	CPE5-5	DATABASE MANAGEMENT SYSTEMS	ENGR. MADRIGALEJOS
	BSCOE-ELEC2	CPE5-3	DATABASE MANAGEMENT SYSTEMS	ENGR. OQUINDO
	GEED 10103	CPE2-4	FILIPINO	
CEA315	MATH 20063	CPE2-1	DIFFERENTIAL EQUATIONS	
	GEED 10073	CPE2-1	ART APPRECIATION	
	CMPE 30052	CPE2-7P	DATA STRUCTURES	
	COEN 3423	CPE5-4	COMPUTER SYSTEM ADMINISTRATION	ENGR. CANLAS
	GEED 10083	CPE1-5	SCI TECH AND SOCIETY	
		CPE1-6	CPE DISCIPLINE	
	CMPE 30022	CPE1-2	PROG LOGIC AND DESIGN	
	ELEN 20044	CPE2-7P	FUNDAMENTALS OF ELECTRICAL CIRCUITS	
	CMPE 40012	CPE1-2	BASIC CKTS AND ELECTRONICS	ENGR.DC
	COEN 3423	CPE5-1	COMP SYSTEMS ADMINISTRATION	ENGR. PAJABERA
		CPE1-1	CPE DISCIPLINE	
	COEN 3423	CPE5-3	COMPUTER SYSTEM ADMINISTRATION	ENGR. PAJABERA
	CMPE 40032	CPE2-7P	GAME DEVELOPMENT	
	COEN 3453	CPE5-2	COMPUTER PROJECT MANAGEMENT	
	COEN 3433	CPE5-2	SYSTEMS ANALYSIS & DESIGN	
	CMPE 30022	CPE1-6	PROG LOGIC AND DESIGN	
	COEN 3453	CPE5-1	COMPUTER PROJECT MANAGEMENT	
	CMPE 40012	CPE1-2	BASIC CKTS AND ELECTRONICS	
	CMPE 30052	CPE2-6	DATA STRUCTURES	
	MATH 20063	CPE2-6	DIFFERENTIAL EQUATIONS	
	COEN 3114	CPE3-1D	COMPUTER SYSTEM ORG W/ ASSEMBLY	
	COEN 3444	CPE5-2	OBJECT ORIENTED PROGRAMMING	
CEA316	GEED 10013	CPE2-7	RIZAL	CARVAJAL
	ELEN 20044	CPE2-2	FUNDAMENTALS OF ELECTRICAL CIRCUITS	ENGR. NATIVIDAD
	GEED 10013	CPE2-5	RIZAL	
	GEED 10013	CPE2-2	RIZAL	DE AMBOY
	COEN 3344	CPE3-1D	ELECTRONICS 1	ISRAEL
	GEED 10103	CPE2-7P	FILIPINO	SANTOS
	GEED 10053	CPE1-4	MATH IN THE MODERN WORLD	CUNANA
	MATH 20132	BS-ARCHI1-2	SOLID MENSURATION	
	CHEM 03BC		GENERAL CHEMISTRY (BRIDGING)	
	ELEN 20044	CPE2-2	FUNDAMENTALS OF ELECTRICAL CIRCUITS	ENGR. NATIVIDAD
	MATH 20043	CPE1-5	CALCULUS 1	PROF. MACARIOLA
	GEED 10103	CPE2-4	FILIPINO	PROF. MILLADEMOSA

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	MATH 20043	CPE1-6	CALCULUS 1	ENGR. POLYAPOY
	ENSC 2063	CPE3-1D	ENGG ECONOMY	PROF. VIRAY
	ENSC 2043	CPE3-1D	STATICS OF RIGID BODIES	PROF. ISRAEL
	GEED 10053	CPE1-5	MATH IN THE MODERN WORLD	PROF. MACARIOLA
	CMPE 40012	CPE1-5	BASIC CKTS AND ELECTRONICS	ENGR.KERVIN NATIVIDAD
	COEN 3344	CPE3-1D	ELECTRONICS 1	ENGR. ISRAEL
	MATH 20063	CPE2-4	DIFFERENTIAL EQUATIONS	
	GEED 10053	CPE1-4	MATH IN THE MODERN WORLD	PROF. CONANAN
	COEN 3453	CPE5-2	COMPUTER PROJECT MANAGEMENT	DR. REYES
	ELEN 20044	CPE2-6	FUNDAMENTALS OF ELECTRICAL CIRCUITS	ENGR. F. NATIVIDAD
CEA413	GEED 20023	CPE2-6	POLITICS	
	GEED 10023	CPE1-2	UNDERSTANDING THE SELF	DIONA
	GEED 10053	CPE1-1	MATH IN THE MODERN WORLD	ABDUL
	GEED 10023	CPE1-6	UNDERSTANDING THE SELF	MANGAHAS
	GEED 20023	CPE2-1	POLITICS	CALATA
	GEED 10103	CPE2-1	FILIPINO	QUIJANO
	GEED 10083	CPE1-6	SCI TECH AND SOCIETY	MANGAHAS
	ECON 1013	CPE3-1D	ECONOMICS W/TAR	
	GEED 10103	CPE2-5	FILIPINO	CUBACUB
	GEED 10013	CPE2-6	RIZAL	FONTAMILLAS
	ELEN 20044	CPE2-7P	FUNDAMENTALS OF ELECTRICAL CIRCUITS	
	GEED 10053	CPE1-2	MATH IN THE MODERN WORLD	
	GEED 10103	CPE2-2	FILIPINO	
	CMPE 40012	CPE1-3	BASIC CKTS AND ELECTRONICS	
	CMPE 40012	CPE1-3	BASIC CKTS AND ELECTRONICS	
		CPE1-3	CPE DISCIPLINE	
	CHEM 20024	CPE1-5	CHEM FOR ENGINEERS	

Many thanks.

Sincerely yours,

Orlando Pajabera
Engr. Orlando V. Pajabera
Head, Computer Engineering Laboratory

Noted by:

Engr. Julius S. Cansino
Chairperson, Computer Engineering Department

Teaching strategies used to facilitate/enrich learning

Teaching Strategy Used	Subject Where Strategy is Used
1. Discussion Strategies	All Subjects
2. Lecture Strategies	All Subjects
3. Online/Hybrid Courses	No Specific Subject; Dependent on the teacher/facilitator
4. Problem-based Learning	Design Subjects; Professional Practice Subjects; PlanningSubjects;Specialization and Comprehensive Subjects;Thesis
5. Service Learning	CWTS; Elective Subjects
6. Social Networking Tools	No Specific Subject; Dependent on the teacher/facilitator
7. Teaching with Cases	All Design Courses
8. Team-based Learning	All Subjects
9. Writing Assignments	All Subjects
10. Learning Lectures/Seminars	Various Subjects
11. External Lectures and Seminars	Various Subjects
12. Coordinated Briefing and Orientation on Various Art and Design Competitions	Various Subjects
13. Site Selection, Documentation and Ocular Inspection	Various Subjects
14. Expositions and Exhibits	Various Subjects

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Instructional Material	Title	Subject Where Used
A. Laboratory Manual	Logic Circuits Laboratory Manual	Logic Circuits and Design
	Programming Logic and DesignLaboratory Manual	Programming Logic and Design
	Operating Systems Laboratory Manual	Operating Systems
	Computer Architecture and Organization Laboratory Manual	Computer Architecture and Organization
B. Syllabi	**Computer Engineering as a Discipline** This course discusses the curriculum for Computer Engineering as well as how to prepare students for success through engineering design process, ethical decision-making, teamwork, and communicating to diverse audiences.	Computer Engineering as a Discipline
	Programming Logic and Design This is an introductory course in computer programming logic. The student will learn algorithms applicable to all programming languages, including: identifiers, data types, array s, control structures, modular programming, generating reports, and computer memory concepts. The student will learn to use charts commonly used in business and Information processing. Program logic will be developed using flowcharts and pseudo code. Programs will be written using any programming language.	Programming Logic and Design

	Calculus 2 The course introduces the concept of integration and its application to some physical problems such as evaluation of areas, volumes of revolution, force, and work. The fundamental formulas and various techniques of integration are taken up and applied to both single variable and multi-variable functions. The course also includes tracing of functions of two variables for a better appreciation of the interpretation of the double and triple integral as volume of a three-dimensional region bounded by two or more surfaces.	**Calculus 2**
	Physics for Engineers This course covers vectors; kinematics; dynamics; work, energy, and power; impulse and momentum; rotation; dynamics of rotation; elasticity; and oscillation. Fluids; thermal expansion, thermal stress; heat transfer; calorimetry; waves; electrostatics; electricity; magnetism; optics; image formation by plane and curved mirrors; and image formation by thin lenses.	**Physics for Engineers**
	Object-oriented Programming Introduces the fundamental concepts of programming from an object-oriented perspective. Topics are drawn from classes and objects, abstraction, encapsulation, data types, calling methods and passing parameters,	**Object-oriented Programming**

	decisions, loops, arrays and collections, documentation, testing and debugging, exceptions, design issues, inheritance, and polymorphic variables and methods. The course emphasizes modern software engineering and design principles.	
	Engineering Data Analysis This course is designed for undergraduate engineering students with emphasis on problem solving related to societal issues that engineers and scientists are called upon to solve. It introduces different methods of data collection and the suitability of using a particular method for a given situation. The relationship of probability topics is also discussed, providing students with the tools they need to understand how "chance" plays a role in statistical analysis. Probability distributions of random variables and their uses are also considered, along with a discussion of linear functions of random variables within the context of their application to data analysis and inference. The course also includes estimation techniques for unknown parameters; and hypothesis testing used in making inferences from sample to population; inference for regression parameters and build models for estimating means and predicting future values of key variables under study. Finally, statistically based experimental design techniques and analysis of outcomes of experiments are discussed with the aid of statistical software.	Engineering Data Analysis

	Discrete Mathematics This course deals with logic, sets, proofs, growth of functions, theory of numbers, counting techniques, trees and graph theory.	**Discrete Mathematics**
	Differential Equations This course is intended for all engineering students to have a firm foundation on differential equations in preparation for their degree-specific advanced mathematics courses. It covers first order differential equations, nth order linear differential equations and systems of first order linear differential equations. It also introduces the concept of Laplace Transforms in solving differential equations. The students are expected to be able to recognize different kinds of differential equations, determine the existence and uniqueness of solution, select the appropriate methods of solution and interpret the obtained solution. Students are also expected to relate differential equations to various practical engineering and scientific problems as well as employ computer technology in solving and verifying solutions.	**Differential Equations**
	Data Structures and Algorithms Solving computational problems that involve manipulating collections of data, study a core set of data abstractions, data structures, and algorithms that provide a foundation for writing efficient programs.	**Data Structures and Algorithms**
	Fundamentals of Electrical Circuits This course introduces the fundamental concepts, circuit laws, theorems and techniques used in electrical circuit analysis	**Fundamentals of Electrical Circuits**

	and transient analysis, as well as its application. The course covers circuit topologies and DC excitations, transient response, AC response, and polyphase circuits. The use of computer software for circuit simulation and design are emphasized to expose students to computer-based tools.	
	Numerical Methods This course covers the concepts of numerical analysis and computer software tools in dealing with engineering problems. It includes techniques in finding the roots of an equation, solving systems of linear and non-linear equations, eigenvalue problems, polynomial approximation and interpolation, ordinary and partial differential equations. The Monte-Carlo method, simulation, error propagation and analysis, the methods of least squares and goodness-of-fit tests are also discussed	**Numerical Methods**
	Software Design This course focuses on programming paradigms and constructs, data structures and use of standard library functions for manipulating them, object-oriented design and the use of modeling languages, testing and software quality concepts, and tradeoffs among different software design methods.	**Software Design**
	Fundamentals of Electronic Circuits This course discusses the construction, operation and characteristics of basic electronic devices such as junction diodes, bipolar junction transistors, Field Effect Transistors and MOS Field Effect Transistors and oscillators.	**Fundamentals of Electronic Circuits**

	Computer-Aided Drafting Concepts of computer-aided drafting (CAD); introduction to the CAD environment; terminologies; and the general operating procedures and techniques in entering and executing basic CAD commands.	**Computer-Aided Drafting**
	On-the-Job Training (OJT) 1 This course enables students to relate their acquired competencies to the realities and problems of industries in a multidisciplinary environment. This may include involvement in the industry's manpower requirements, development and research concerns, trainings, applications of principles, environmental concerns, ethical and behavioral concerns, decision making, and equipment and materials concerns.	**On-the-Job Training (OJT) 1**
	Logic Circuits and Design The course includes design and analysis or digital circuits. This course covers both combinational synchronous and asynchronous) logic circuits with emphasis on solving digital problems using hardwired structures of the complexity of medium and large-scale integration.	**Logic Circuits and Design**
	Operating Systems This course includes different policies and strategies used by an operating system. Topics include operating systems structures, process management, storage management, file management and distributed systems.	**Operating Systems**

	Data and Digital Communications This course focuses on the fundamental concepts of digital and data communications. It also includes topics on data security and integrity.	**Data and Digital Communications**
	Introduction to Hardware Description Language (HDL) A laboratory course that introduces hardware description language as a tool for designing and testing combinational and sequential circuits. It covers fundamental of concepts of HDL and the basic building blocks of HDL programming.	**Introduction to Hardware Description Language (HDL)**
	Feedback and Control Systems The course includes the control devices, equations of a systems andblock diagram of systems.	**Feedback and Control Systems**
	Computer Engineering Drafting and Design This course focuses on the principles of layout of electrical, electronics, and logic drawings; stressing modern representation used for block diagrams, wiring/assembly, drawings, printed circuit board layouts, andetching.	**Computer Engineering Drafting and Design**
	Engineering Economics This course deals with the study of concepts of the time value of money and equivalence; basic economic study methods; decisions under certainty; decisions recognizing risk; and decisions admitting uncertainty.	**Engineering Economics**

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	Fundamentals of Mixed Signals and Sensors This course covers operational amplifiers, signal converters, powerswitching devices and theconstruction and operation of sensors and transducers for converting physical parameters into electrical signals and vice-versa. The course focuses on the application of these devices in developing signal conversion circuits that allows measurement, processing and control of physical parameters by digital processing systems such as a finite state machine or a digital computer. Topics on actuators are also included.	**Fundamentals of Mixed Signals and Sensors**
	Basic Occupational Health and Safety This course tackles key Occupational Health and Safety (OSH) concepts, principles and practices that are foundational knowledge requirements applicable in almost all industries. Specifically, it assists learners in identifying the key elements in the OSH situation both here and abroad; determine existing and potential safety and health hazards; identify the range of control measures; discuss pertinent provisions of Philippine laws that refer to occupational safety and health; explain key principles in effectively communicating OSH; identify components of effective OSH programs and demonstrate some skills in identifying hazards and corresponding control measures at the workplace.	**Basic Occupational Health and Safety**

	Course Description	Course Title
	Computer Networks and Security The course includes the basic principles of network architecture, computer network design, services, technologies and network security.	**Computer Networks and Security**
	Microprocessors This course provides understanding of architecture of microprocessor- based systems; registers, study of microprocessor operation, assembly language, arithmetic operations, and interfacing.	**Microprocessors**
	Methods of Research This course will provide in-depth understanding of research through exploration of different research methodologies and ethics. It includesqualitative and quantitative research, descriptive and other applicable research methodologies, inferential statistics and introduction to data mining.	**Methods of Research**
	Technopreneurship This course covers the principles and theories of Technopreneurship. Students are expected to develop and implement a feasible IT business plan.	**Technopreneurship**
	CpE Laws and Professional Practice This course provides the importance of the professional and ethical responsibilities of practicing computer engineers and the effects of their work on society; the importance of understanding contemporary	**CpE Laws and Professional Practice**

	issues, lifelong learning strategies; and applicable IT laws in the field of computer engineering.	
	On-the-Job Training (OJT) 2 This course enables students to relate their acquired competencies tothe realities and problems of industries in a multidisciplinary environment. This may include involvement in the industry's manpower requirements, development and research concerns, trainings, applications of principles, environmental concerns, ethical andbehavioral concerns, decision making, and equipment and materialsconcerns.	**On-the-Job Training (OJT) 2**
	Computer Architecture and Organization This course includes the study of the evolution of computer architecture and the factors influencing the design of hardware and software elements of computer systems. The focus is on the understanding of the design issues specifically the instruction set architecture and hardware architecture.	**Computer Architecture and Organization**
	CpE Practice and Design 1 This course is the first course in a two-semester sequence that constitutes the design experience for undergraduate computer engineers. It provides essential ideas, concepts and principles in engineering design process and emphasizes other design issues including engineering standards and multiple constraints as well aseffective communication strategies.Students work in teams to develop project proposals for assigned open-ended problems.Studentsarerequired to	**CpE Practice and Design 1**

|		
	make oral presentations and submit written proposal for theirprojects.	
	Digital Signal Processing The course includes the need for, and tradeoffs made when sampling and quantizing a signal; linear, time- invariant system properties; frequency as an analysis domain complementary to time; and filter design.	**Digital Signal Processing**
	CpE Practice and Design 2 This course is the second of the design experience for undergraduate computer engineering students. In this course, students will be expected to build/fabricate their design, test and evaluate the design against their design specifications, and demonstrate a fully functional project to their design review committee. Students make oral presentations and submit final reports documenting their projects.	**CpE Practice and Design 2**
	Field Study and Seminars The course includes seminars and lectures on current trends and issues on Computer Engineering developments. Include field trips to different companies and plants dealing with computer system facilities.	**Field Study and Seminars**
	Embedded Systems This course provides advanced topics in embedded systems design using contemporary practice; interrupt- driven, reactive, real-time, object-	**Embedded Systems**

	oriented, and distributed client/server embedded systems.	
	Emerging Technologies in CpE This course is designed to provide flexibility in the curriculum by discussing any emerging technologies applicable to computer engineering.	**Emerging Technologies in CpE**

- Teacher-made instructional materials
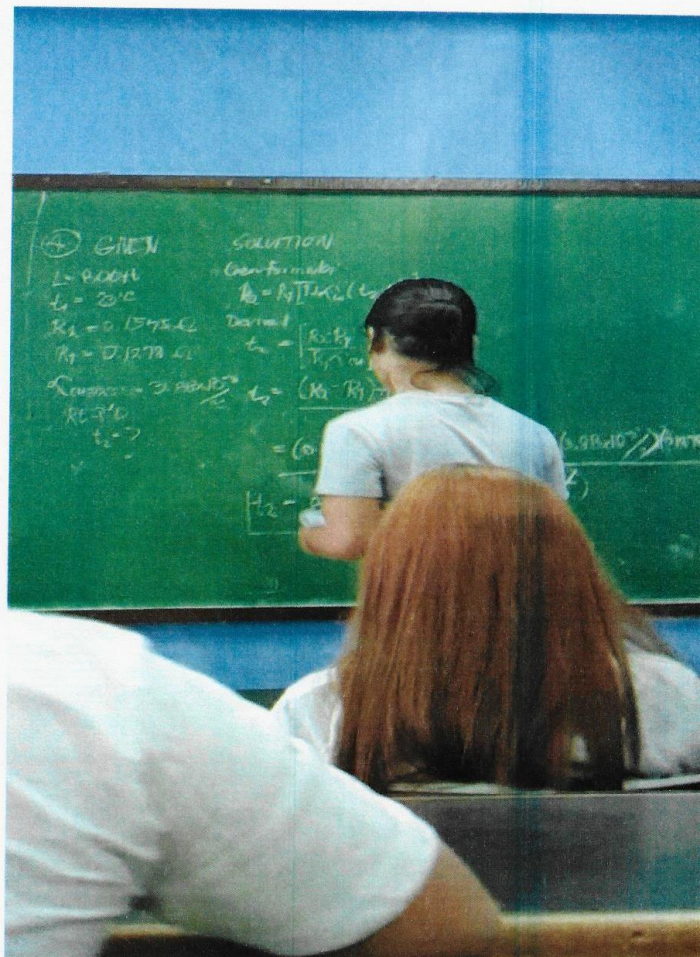
A student solving and explaining a circuit problem