

Master of Science in Computer Engineering (42 Credit Hours)				
Term 1	CE6000 - Computer Architecture (3)			
	CE6024 - Advanced Computer Networks (3)			
	CE6003 - Advanced Engineering Mathematics (3)			
	CE6007 - Research Methods for Engineers (3)			
Term 2	CE6004 - Embedded Systems (3)			
	CE6028 - Distributed Systems (3)			
	CE6029 - Networks Security Engineering (3)			
	CE6030 - Seminars in Computer Engineering (3)			
By the end of Term 2, a Track selection request must be submitted to the Deanship of Postgraduate Studies and Research				
Track	General	Intelligent Systems	Embedded Systems and IoT	Wireless Communication and Networks
Term 3	CEXXXX - Elective Course (3)	CE6100 - Edge and Cloud Computing (3)		CE6011 - Digital Communications (3)
	CEXXXX - Elective Course (3)	CE6101 - Machine Learning Engineering (3)	CE6300 - System Level Design for Embedded Systems (3)	CE6201 - Wireless Sensor Networks (3)
	CE6097 - Master's Capstone Research Project (6)			
Term 4	CEXXXX - Elective Course (3)	CE6102 - Tiny Machine Learning (TinyML) (3)	CE6301 - Design Principles of IoT Systems (3)	CE6202 - Mobile Networks (3)
	CEXXXX - Elective Course (3)			
	[continue] CE6097 - Master's Capstone Research Project (6)			

Any CEXXXX - Elective Course: can be one of the following if not already taken
Elective Courses
CE6002 - Applied Cryptography (3)
CE6032 - Reconfigurable Hardware Accelerators (3)
CE6015 - Hardware Security (3)
CE6021 - Image Processing and Computer Vision (3)
CE6035 - Generative Models and Systems (3)
CE6036 - Computer Systems for Crowd Management (3)
CE6037 - Special Topics in Intelligent Systems (3)
CE6038 - Special Topics in Wireless Communication and Networking (3)
CE6039 - Special Topics in Embedded Systems and IoT (3)
CE6100 - Edge and Cloud Computing (3)
CE6101 - Machine Learning Engineering (3)
CE6102 - Tiny Machine Learning (TinyML) (3)
CE6011 - Digital Communications (3)
CE6201 - Wireless Sensor Networks (3)
CE6202 - Mobile Networks (3)
CE6300 - System Level Design for Embedded Systems (3)
CE6301 - Design Principles of IoT Systems (3)