C E 561: Civil Engineering Systems

Civil Engineering

Engineering applications of linear programming, dynamic programming, PERT-CPM, game theory; stochastic systems.

3 Credits

Prerequisites
• Pre-requisite: Math 264 (or Graduate Standing)

Instruction Type(s)
• Lecture: Lecture for C E 561

Subject Areas
• Civil Engineering, General

Related Areas
• Geotechnical and Geoenvironmental Engineering
• Structural Engineering
• Transportation and Highway Engineering
• Water Resources Engineering