

# 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**

- Civil Engineering, Other
- Geotechnical and Geoenvironmental Engineering
- Structural Engineering
- Transportation and Highway Engineering
- Water Resources Engineering

