

## **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](#)

