

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
- <u>Structural Engineering</u>
- Transportation and Highway Engineering
- Water Resources Engineering

