

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](#)

