

C E 561: Civil Engineering Systems <u>Civil Engineering</u> 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

