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)
- Prerequiste: Junior standing (60 hr).

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