

C E 561: Civil Engineering Systems

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

<u>Civil Engineering, General</u>

Related Areas

- <u>Civil Engineering, Other</u>
- Geotechnical and Geoenvironmental Engineering
- <u>Structural Engineering</u>
- Transportation and Highway Engineering
- <u>Water Resources Engineering</u>

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