

**CANDIDATES FOR MASTER OF SCIENCE IN MECHANICAL ENGINEERING  
(MSME)  
(WITH THESIS)**

DEGREE PLAN

Name: \_\_\_\_\_ Student number: \_\_\_\_\_

Cumulative GPA: \_\_\_\_\_ Mechanical Engineering GPA: \_\_\_\_\_

Course number                      Course name                      semester                      grade

**A. 3 Hours of Mathematics (MECE 6384)**

MECE 6384      Methods of Applied Mathematics                      \_\_\_\_\_

**B. 9 Hours of Core Mechanical Engineering Coursework**

*\* You are allowed to take any 3 MECE courses from below.*

<b>Controls</b>	<b>MECE 6374</b> Nonlinear Control Systems; <b>MECE 6397</b> Control Systems Analysis and Design; <b>MECE 6666</b> Machine Learning; <b>MECE 7361</b> System Identification
<b>Materials</b>	<b>MECE 6361</b> Mechanical Behavior of Materials; <b>MECE 6363</b> Physical Metallurgy; <b>MECE 6364</b> Phase Transform in Materials
<b>Mechanics</b>	<b>MECE 6377</b> Continuum Mechanics I; <b>MECE 7397</b> Advanced Mechanics of Solids
<b>Thermo-Fluids</b>	<b>MECE 6334</b> Convection Heat Transfer; <b>MECE 6345</b> Fluid Dynamics I

MECE                      \_\_\_\_\_

MECE                      \_\_\_\_\_

MECE                      \_\_\_\_\_

**C. 9 hours of Elective Coursework**

*\*You can choose MECE 6000-level or above, exclusive of graduate seminar (MECE 6111) and Graduate Project (MECE 6368).*

*\*You can also choose 6000-level or above from preapproved courses in the College of Engineering, College of Natural Science and Mathematics, Bauer College of Business, and Law Center, with no more than three hours from one academic unit (department or program).*

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**D. 9 hours of thesis**

MECE 6399      Master's Thesis                      \_\_\_\_\_

MECE 7399      Master's Thesis                      \_\_\_\_\_

MECE 7399      Master's Thesis                      \_\_\_\_\_

Date of Defense

E. \_\_\_\_\_ Date: \_\_\_\_\_  
Signature of Program Director

F. \_\_\_\_\_ Date: \_\_\_\_\_  
Signature of Thesis Advisor