ES F101  Introduction to Engineering  
3 Credits  
Overview of the engineering profession and introduction to the fields of engineering. Basic concepts from engineering, physics and mathematics applied to engineering problem solving. Basic skills required of engineers, including an introduction to engineering communications: word processing, descriptive geometry, orthographic and isometric drawings, graphs, computer graphics and use of spreadsheets.  
Prerequisites: MATH F151X, or MATH F152X, or MATH F156X, or placement into MATH F251X.  
Lecture + Lab + Other: 2 + 2 + 0  

ES F166  Electric Car Conversion  
2 Credits  
Offered Summer  
An introduction to the principles of electrical vehicle propulsion systems. Fundamentals of electrical motors, electrical motor controls, electrical energy storage systems and automotive power-train design. Students will conduct practical design projects culminating with a complete electric car conversion. Relevant codes and standards will be emphasized.  
Lecture + Lab + Other: 1 + 3 + 0  

ES F201  Computer Techniques  
3 Credits  
Basic computer programming, in C/C++, with applications from all fields of engineering. Introduction to MATLAB.  
Prerequisites: MATH F151X, MATH F152X, or MATH F156X, or enrollment in MATH F251X.  
Lecture + Lab + Other: 2 + 3 + 0  

ES F208  Mechanics  
4 Credits  
Engineering-oriented coverage of statics and dynamics. Vector methods used where appropriate.  
Prerequisites: MATH F252X, PHYS F211X (both may be taken concurrently); ES F101, GE F101, MIN F103 or PETE F101.  
Lecture + Lab + Other: 3 + 3 + 0  

ES F209  Statics  
3 Credits  
Force systems in two and three dimensions. Composition and resolution of forces and force systems; principles of equilibrium applied to various bodies, simple structures, friction, centroids, moments of inertia. Vector algebra used where appropriate.  
Prerequisites: MATH F252X (may be taken concurrently); PHYS F211X (may be taken concurrently); PETE F101 or ES F101.  
Lecture + Lab + Other: 3 + 0 + 0  

ES F210  Dynamics  
3 Credits  
Introduces kinematics and kinetics of particles and rigid bodies’ motion. Applies principles of work and energy, impulse and momentum to particles and rigid bodies’ motion. Applies concept of vector algebra wherever required.  
Prerequisites: ES F209; MATH F252X.  
Lecture + Lab + Other: 3 + 0 + 0