# **MECH Electives & Grad Only Courses**

All undergrad students MUST take one (T) Technical elective and one (D) Design elective.

One additional elective must be taken that will count as the (S) Senior elective.

\*A review of your electives should be discussed with your advisor prior to registration.

\*Courses and instructors are subject to change without notice.

### Fall 2024

MATL 4/862 (T, S) X-ray Diffraction - Shield

MATL 4/869 (T, S) Physical Materials Systems - Sutter

MATL 4/873 (T, S) Corrosion – Cui

MECH 4/808 (D, T, S) Heat Exchanger Design - Zhang

MECH 4/822 (T, S) Industrial Quality Control – Amar

MECH 4/831 (T, S) Comp Heat Transfer & Fluid Flow – Nama

MECH 4/839 (T, S) Biomaterial Surface Patterning - Lim

MECH 4/853 (T, S) Robotics: Kinematics & Design – Markvicka

MECH 4/872 (T, S) Additive Manufacturing - Guo

MECH 4/880 (T, S) Numerical Methods - Bobaru

# Spring 2025

MATL 4/871 (T, S) Electron Microscopy of Materials - Cui

MATL 4/892 (T, S) Soft Materials – Fernandez-Ballester

MATL 4/892 (T, S) Quantum Materials – Laraoui

MECH 4/805 (T, S) Turbomachinery – Ryu

MECH 4/807 (D, T, S) Power Plant Systems Design – Zhang

MECH 4/816 (T, S) Engineering Acoustics - Moore

MECH 4/836 (T, S) Intro to Continuum Biomechanics - Pedrigi

MECH 4/849 (T, S) Advanced Dynamics - Baesu

MECH 4/850 (D, T, S) Mech Eng Control Systems Design - Grover

MECH 4/851 (T, S) Intro to Finite Element Analysis - Bobaru

MECH 4/857 (D, T, S) Mechatronic Systems Design – TBD

MECH 4/892 (D, S) Making for Innovation - Farritor

### **Grad ONLY**

MATL 962 Imperfections in Crystals - Wang

MECH 801 Analytical Methods I - Turner

MECH 810 Viscous Flow I - Ryu

MECH 910 Continuum Mechanics - Baesu

MECH 918 Fundamental Finite Elements – Negahban

MECH 934 Theory of Elasticity II - Baesu

MECH 970 Adv. Manufacturing Processes - Rajurkar

MECH 975 Advanced Vibrations - Moore

### **Grad ONLY**

MECH 933 Theory of Elasticity I – J. Yang

MECH 939 Viscoelasticity - Negahban

MECH 940 Fracture Mechanics - Bobaru