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Let's engage in a discussion. Answer the following:

- Given the different allied programs of computer engineering, create a personal reflection that shows your understanding of computer engineering's uniqueness as discipline and profession.
- Consider the discussion regarding the elective tracks. Discuss the track you would like to pursue. Focus on why the track interests you, and what courses you'd have to master to perform well on the given track.

Well, the current knowledge I have about CpE (Computer Engineering) is that it is a program where you combine both hardware and software. Unlike other allied programs such as computer science, electronics engineering, and so forth, computer engineering allows us to work on a wide range of technologies, which is one of the reasons why I wanted to pursue this program for college. As someone who has built their first gaming computer, I want to expand my knowledge even further by taking this program to learn how each individual part of the computer operates in greater detail. I know it doesn't solely focus on how computers work but rather on how both software and hardware work together to create efficient, reliable (this depends), intelligent systems like ChatGPT, and I pray that someday when I graduate I can make something of my own.

The track that I would like to pursue is Computer Architecture and Systems, and of course, in this track, it focuses on how computers are designed, execute certain algorithms/instructions, and manage memory and data efficiently. As a kid I've always been the one in the family who has to figure out how a computer operates on my own. Of course, as time has gone by, I've developed an interest in how a computer operates, mainly because back then my computer was so slow. For me to be able to perform well in this track, I have to master operating systems so I'll be able to manage hardware to make sure they are operating efficiently and as intended. Assembly language is another thing I have to master; with this, I'll be able to interact directly with the hardware.