Kotlin

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Abstract

10-15 lines with the software technology and the highlights from the project that has been undertaken.

Contents

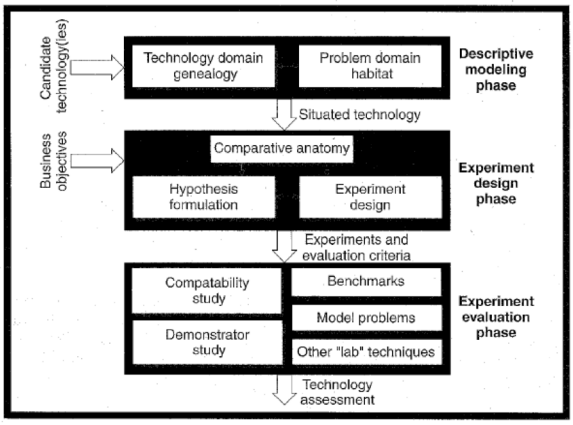

Figure 1: Software technology evaluation framework.

1 Introduction

About 4 pages that introduces in (sufficient) depth the key concepts and architecture of the technology. May use a running example to introduce the technology.

This part and other parts of the report probably needs to refer to figures. Figure 1 from [**?**] just illustrates how figure can be included in the report.

1.1 Motivation

we are a motivated lot ,';j

1.2 Kotlin

1.2.1 What is Kotlin?

1.2.2 History

1.2.3 Functionality

1.2.4 Where to use Kotlin

1.3 Kotlin Syntax

-On the Syntax of Kotlin (some examples)

2 Android application (Blackjack)

About 5 pages that gives:

1. High-level view of the demonstrator and its purpose.
2. Details of how the demonstrator has been implemented.
3. May involve presentation of code snippets.

The example below shows how you may include code. There are similar styles for many other langages - in case you do not use Java in your project. You can wrap the listing into a figure in case you need to refer to it. How to create a figure was shown in Section 1.

```
1  public class BoksVolum {
2
3     public static void main(String[] args) {
4
5        int b, h, d;
6        String btext, htext, dtext;
7
8        [ ... ]
9
10       int volum = b * h * d;
11
12       String respons =
13             "Volum [" + htext + "," + btext + "," + dtext + "] = " +
                   volum;
14
15    }
16 }
```

2.1 Functionality

functionality of our prototype

2.2 Tools and frameworks

frameworks we've used

Config	Property	States	Edges	Peak	E-Time	C-Time	T-Time
22-2	A	7,944	22,419	6.6 %	7 ms	42.9%	485.7%
22-2	A	7,944	22,419	6.6 %	7 ms	42.9%	471.4%
30-2	B	14,672	41,611	4.9 %	14 ms	42.9%	464.3%
30-2	C	14,672	41,611	4.9 %	15 ms	40.0%	420.0%
10-3	D	24,052	98,671	19.8 %	35 ms	31.4%	285.7%
10-3	E	24,052	98,671	19.8 %	35 ms	34.3%	308.6%

Table 1: Selected experimental results on the communication protocol example.

2.3 Implementation

2.3.1 Possibly many subpoints of our different modules

3 Experiment results and comaprison to java

About 3 pages that:

Describes the software used to establish the test-bed and for implementing the demonstrator prototype.

Explains what experiments have been done and the results.

For some reports you may have to include a table with experimental results are other kinds of tables that for instance compares technologies. Table 1 gives an example of how to create a table.

3.1 Ease of development

3.2 Boilerplate code

3.3 Documentation

3.4 Comparison to Java

3.4.1 Possibly many subsections here, guys.

4 Conclusions

Concludes on the project, including the technology, its maturity, learning curve, and quality of the documentation.

The references used throughput the report should constitute a well chosen set of references, suitable for someone interesting in learning about the technology.