Your Title Here

Your name and/or student number here November 19, 2020

# Introduction

This is the template project for COMP280 worksheet 3(based on COMP110 Assignment 2: Research Journal). Please add additional sections, in addition please include diagrams and screenshots from your profile runs

**Please insert a URL to the project you are using for optimisation task**

# An example section heading

Use section headings to divide your report into meaningful sections.

Use BibTeX to cite your sources. Entries have already been added to references.bib for the papers on the reading list. These papers cover topics such as artificial intelligence [6, 3], programming language design [1], crpytog- raphy [5], graphics rendering [4], and collision detection [2]. You will need to add entries to references.bib for the other sources you cite.

# Conclusion

See LearningSpace for the assignment brief, containing information on marking criteria and further guidance.

# References

1. Edsger W. Dijkstra. Go to statement considered harmful. *Communications of the ACM*, 11(3):147–148, 1968.
2. E. G. Gilbert, D. W. Johnson, and S. S. Keerthi. A fast procedure for computing the distance between complex objects in three-dimensional space. *IEEE Journal on Robotics and Automation*, 4(2):193–203, 1988.
3. Donald E. Knuth and Ronald W. Moore. An analysis of alpha-beta pruning.

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1. Bui Tuong Phong. Ilumination for computer generated pictures. *Communi- cations of the ACM*, 18(6):311–317, 1975.
2. R. L. Rivest, A. Shamir, and L. Adleman. A method for obtaining digital signatures and public-key cryptosystems. *Communications of the ACM*, 21(2):120–126, 1978.
3. Alan M. Turing. Computing machinery and intelligence. *Mind*, 59:433–460, 1950.