

# My Best Software Technology Evaluation Project Ever is AWS

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## Abstract

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

## 1 Introduction

Approximately 1 page on:

- A brief motivation and introduction to the topic of the project.
- Discuss history of the technology, mention related technologies (if relevant).
- A brief account of the results that have been obtained in the project.
- A one paragraph overview at the end, explaining how the rest of the report has been organised.

Hei Andr :D

Section 2 gives an ....

## 2 The Software Technology

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 [1] just illustrates how figure can be included in the report.

## 3 Demonstrator Prototype

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.

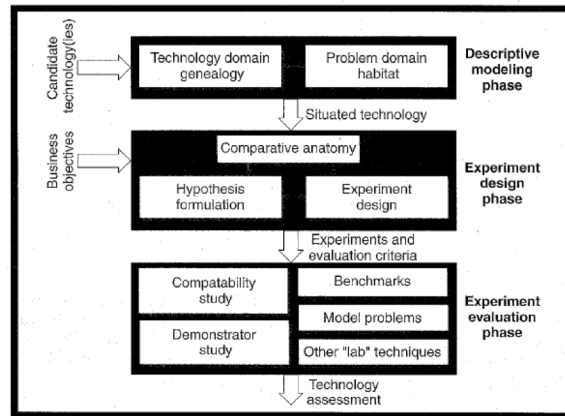


Figure 1: Software technology evaluation framework.

The example below shows how you may include code. There are similar styles for many other languages - 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 2.

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```

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 }
  
```

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## 4 Test-bed Environment and Experimental Results

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.

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.

## 5 Conclusions

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

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

## References

- [1] A.W. Brown and K. C. Wallnau. A framework for evaluating software technology. *IEEE Software*, 13(5):39–49, September 1996.