Algorithms and Data Structures – Noughts and Crosses Coursework Report

For every data structure and algorithm that you use in your solution, you must have evaluated and justified your choice, and documented this within your report. Ideally you will have considered alternative approaches for each aspect of the program, for example, there are multiple methods for implementing a game board, each of which has advantages and disadvantages that you should consider and report upon.

Your report must be no longer than 6 pages in length (excluding appendices). Appendices may be used to include supplemental data, for example test data, screenshots, or documentation, but these must be referenced from within the main body of your report. The format of the submitted report must be PDF and should include the following sections:

Title of your report.

Introduction Describing the problem & giving an overview of features.

Design Explaining how you designed & architected your software paying particular attention to the algorithms and data structures used.

Enhancements Describing the features that you would add or improve if you had more time.

Critical Evaluation Explaining the features that you feel work well, or work poorly, and why you think this. You should support your evaluation with experimental results.

Personal Evaluation Reflecting on what you learned, the challenges you faced, the methods you used to overcome challenges, and how you feel you performed.

References (Optional) If you have used additional resources then these should be cited. Otherwise this section may be omitted.

If you choose to typeset your report using LATEXthen there is a Napier report template that you can use which is available from here: http://github.com/edinburgh-napier/aux\_latex\_cw\_template