My Best Software Technology Evaluation Project Ever

Some Student and Some other Student

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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.

This rest of this report is organised as follows: 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.

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 2.

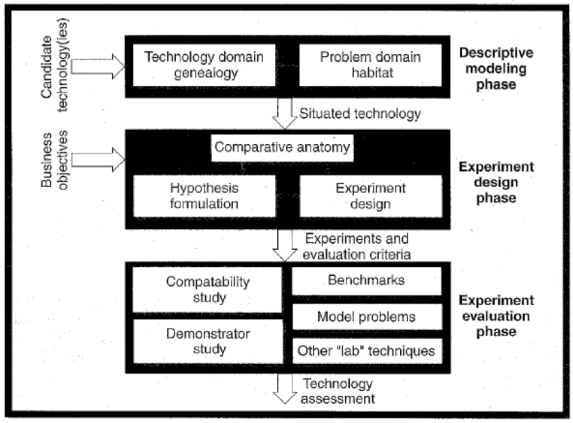

Figure 1: Software technology evaluation framework.

```
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 }
```

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.

5 Conclusions

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

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.

The references used throughput 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.