- Currency Analyzer - Need to rename

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About this project

Abstract A brief description of what the project is, in about two-hundred and fifty words.

Authors Explain here who the authors are.

Chapter 1

Introduction

Two main parts to dissertation - and the .

- High level conceptual stuff - explaining CCs, comparing to TCs, influences on prices etc.
- Applied project related stuff - methodology, design, evaluation etc.
- 3-5 pages / 3-4000 words. Make sure you use references.
- What is it about? Is it at the right level (8)? Is the scope correct? Do not assume that the reader knows anything about the domain.
- Why should a reader care or be interested?
- Set out the objectives of the project clearly. You will have to address each of these in the evaluation / conclusion.
- Briefly list each chapter / section and provide a brief description of what each section contains.
- The metrics by which success or failure is measured.
- List the resource URL (GitHub address) for the project and provide a brief list and description of the main elements at the URL.
- After reading the introduction, a reader should be 100% certain of what the project is all about and why it is relevant

1.1 What Is It About / Why Should the Reader Care

Throughout our four years of Software Development at Galway-Mayo Institute of Technology, we have continuously been encouraged to maintain a comprehensive knowledge of the trends within the technology industry, and to embrace its ever-changing nature. In these short years, we have witnessed the birth, growth and sometimes failure of various

When we began our journeys on this path in 2014, cryptocurrency was a relatively unheard of term to the average individual.

1.2 Objectives for the Project (+ Metrics for Success/Failure?)

1.3 Description of Each Chapter

Chapter 2

Understanding Cryptocurrency

Since the first signs of digital finance arrived in the 1970s, the financial services industry has relied more and more on new technologies and advancements in existing technologies. With the advent of the internet in the 1990s, becoming popular and more accessible in the 2000s, online banking became a commonplace financial service. As the internet grew and became faster, we witnessed an increase in both companies and individuals taking advantage of digital finance, with respect to buying and selling goods and services, and even trading stock.

Need to discuss digital currency from 1990s, DigiCash - form of early electronic payment, aimed to be anonymous, keys and all that.

One of the most notable developments in financial technology in recent times is that of decentralised cryptocurrency, a concept first introduced in 2009 with the development of Bitcoin, the first of its kind. Much like traditional currency, any cryptocurrency is an asset, designed to be traded in exchange for goods and services.

Herein lies the inspiration for our project - cryptocurrencies are seen to be a complicated concept, almost unreachable, to anyone without a good working knowledge of both the technologies behind the idea (as well as knowledge of how currencies fluctuate?).

Security features, bitcoin wallet complicated etc, fluctuations in TCs due to war/government etc vs flucs in CCs down to sheer hype/demand etc.

2.1 An Explanation of Cryptocurrency

2.1.1 Comparing Traditional Currency with Cryptocurrency

2.2 Blockchain Technology

Chapter 3

Predicting The Prices of Cryptocurrencies

Tie concept of diss with concept of proj.

3.1 Influencing Factors in the Price of Cryptocurrency

Start with explaining what influences traditional currencies, lead into main body of CC influencing factors.

Chapter 4

Segway into Project related stuff...

4.1 Deciding to Analyze the Volatiliy of Cryptos...

4.2 Context

- Provide a context for your project.
- Set out the objectives of the project
- Briefly list each chapter / section and provide a 1-2 line description of what each section contains.
- List the resource URL (GitHub address) for the project and provide a brief list of the main elements at the URL.

Chapter 5

Methodology

About one to two pages. Describe the way you went about your project:

- Agile / incremental and iterative approach to development. Planning, meetings.
- What about validation and testing? Junit or some other framework.
- If team based, did you use GitHub during the development process.
- Selection criteria for algorithms, languages, platforms and technologies.

Chapter 6

Technology Review

About seven to ten pages.

- Describe each of the technologies you used at a conceptual level. Standards, Database Model (e.g. MongoDB, CouchDB), XMl, WSDL, JSON, JAXP.
- Use references (IEEE format, e.g. [1]), Books, Papers, URLs (timestamp) – sources should be authoritative.

Chapter 7

System Design

As many pages as needed.

- Architecture, UML etc. An overview of the different components of the system. Diagrams etc... Screen shots etc.

Column 1	Column 2
Rows 2.1	Row 2.2

Table 7.1: A table.

Chapter 8

System Evaluation

As many pages as needed.

- Prove that your software is robust. How? Testing etc.
- Use performance benchmarks (space and time) if algorithmic.
- Measure the outcomes / outputs of your system / software against the objectives from the Introduction.
- Highlight any limitations or opportuni-ties in your approach or technologies used.

Chapter 9

Conclusion

About three pages.

- Briefly summarise your context and ob-jectives (a few lines).
- Highlight your findings from the evalua-tion section / chapter and any opportuni-ties identified.