

DAT250 FeedApp Report

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November 3, 2025

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 introduction to the prototype implementation and topic of the project.
- Discuss (briefly) the technology stack that has been selected
- 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 is / has been organised.

This rest of this report is organised as follows: Section 2 gives an Section 3 gives an Section 4 gives an Section 5 gives an

2 Design

Around 5 pages about functional aspects of the FeedApp application.

Concretely, you shall write about

- the *use cases*,
- the *domain model*, and
- the *architecture* (including applied technologies)

Each part shall ideally be accompanied with a graphical representation (diagram).

You may have a look at the Examples on GitHub.

3 Technology Assessment

Introduce in (sufficient) depth the key concepts and architecture of the chosen software technology. As part of this, you may consider using 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.

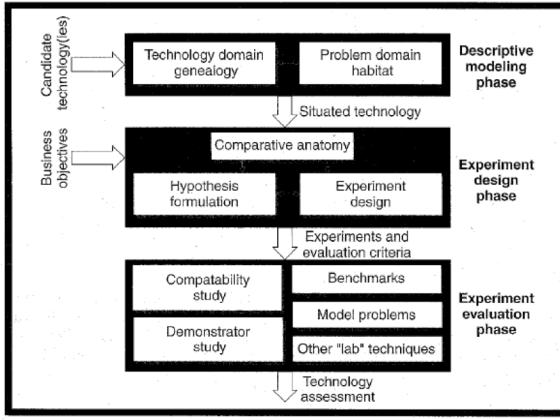


Figure 1: Software technology evaluation framework.

3.1 Descriptive Modeling

write where the technology comes from, its history, its context and what problem it solves. Consider drawing a graph like in [1].

3.2 Experiment Design

Write your hypotheses about what benefits the technology bring and how you can support or reject them via experiments.

3.3 Experiment Evaluation

Write about the results of your experiments, either via personal experience reports, quantitative benchmarks, a demonstrator case study or a combination of multiple approaches.

For some reports you may have to include a table with experimental results or 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.

4 Prototype Implementation

This section should provide brief details of how the prototype has been implemented. You may want to use some code snippets here, but only focus on core features and aspects. You are not meant to

copy/paste your whole application code into the report. Focus for instance how other developers may run your application and how they might develop it further...

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 3.

```
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 }
```

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.