How do develop a numerical project

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Some basic ingredients for a successful numerical project

In when building up a numerical project there are several elements you should think of

- How to structure a code in terms of functions
- 4 How to make a module
- How to read input data flexibly from the command line
- How to create graphical/web user interfaces
- 6 How to write unit tests (test functions or doctests)
- How to refactor code in terms of classes (instead of functions only)
- How to conduct and automate large-scale numerical experiments
- How to write scientific reports in various formats (LATEX, HTML)

Additional benefits: A structure approach to solving problems

The conventions and techniques outlined here will save you a lot of time when you incrementally extend software over time from simpler to more complicated problems. In particular, you will benefit from many good habits:

- New code is added in a modular fashion to a library (modules)
- Programs are run through convenient user interfaces
- It takes one quick command to let all your code undergo heavy testing
- Tedious manual work with running programs is automated,
- Your scientific investigations are reproducible, scientific reports with top quality typesetting are produced both for paper and electronic devices.

Analysis of project, Configuration Interaction theory

Analysis of project, Many-body perturbation theory

```
from sympy import *
from pylab import *
below_fermi = (0,1,2,3)
above_fermi = (4,5,6,7)

states = [(1,1),(1,-1),(2,1),(2,-1),(3,1),(3,-1),(4,1),(4,-1)]
N = 8
g = Symbol('g')

def h0(p,q):
    if p == q:
    p1, s1 = states[p]
    return (p1 - 1)
    else:
    return 0

def f(p,q):
    if p == q:
    return 0

s = h0(p,q)
for i in below_fermi:
    s += assym(p,i,q,i)
    return s
```

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