Response to the comments of thesis proposal committee members: tentative thesis title

Author name[†]

Affiliation goes here

1 Prof. X's questions and comments

1. Question goes here

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special contents, but the length of words should match the language.

This is the second paragraph. Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like "Huardest gefburn"? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special contents, but the length of words should match the language.

2. Question goes here

The response goes here [1].

[†]Contact: Author name (email)

2 Prof. Y's questions and comments

1. Question goes here

The response goes here [2].

3 Prof. Z's questions and comments

1. Question goes here

The response goes here

Bibliographic references

- 1. Dirac, P. A. M. The Principles of Quantum Mechanics (Clarendon Press, 1981).
- 2. Einstein, A. Zur Elektrodynamik bewegter Körper. (German) [On the electrodynamics of moving bodies]. *Annalen der Physik* **322**, 891–921. doi:http://dx.doi.org/10.1002/andp.19053221004 (1905).