Green University of Bangladesh
Department of Computer Science and Engineering (CSE)
Faculty of Sciences and Engineering
Semester: (Spring, Year:2021), B.Sc. in CSE (Day/Eve)

Course Title: Web Programming Lab
Course Code: CSE 302   Section: 203 D3

Lab Project Name: Table Tennis Game Using JS on Canvas .

Student Details

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3.		

Submission Date : _ _ _ _ _ _ _ _ _ **03.11.22**_ _ _ _ _ _ _ _ _ _ _ _ _

Course Teacher's Name : *Md. Ashiqussalehin* _ _ _ _ _

[For Teachers use only: Don't Write Anything inside this box]

Lab Project Status
Marks: ……………………………… **Signature:** ....   **Comments:** .... **Date:** ....

Java Script

1.1 Introduction

Start the section with a general discussion of the project.

1.2 Design Goals/Objective

Specify and discuss the goals of your project.

Chapter 2

Design/Development/Implementation of the Project

2.1 Game (Choose the name of this section as appropriate with your project)

These are only examples of how one can add as many as sections and subsectionsneeded according to the topic.

2.1.1 Subsedfgdfgfdction

Figure 2.1: Figure name

2.2 Section (Choose the name of this section as appropriate with your project)

2.2.1 Subsection

Chapter 3

Performance Evaluation

3.1 Simulation Environment/ Simulation Procedure

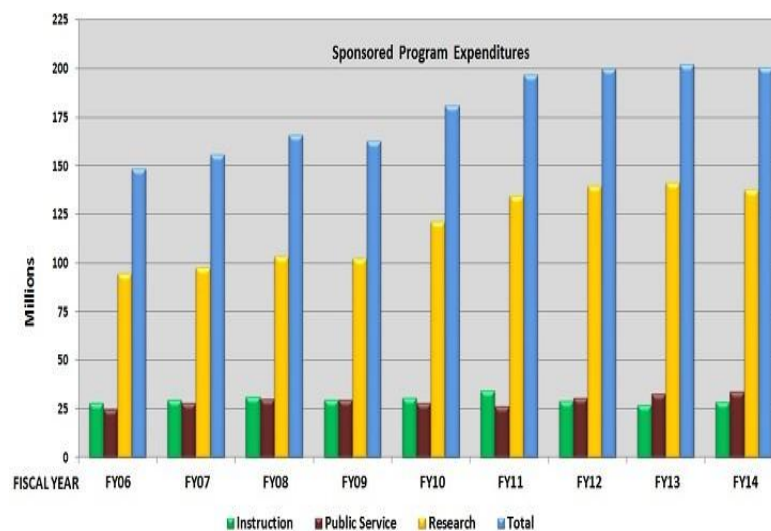Discuss experimental set up and environment installation needed for the simulation of your outcomes.

Figure 3.1: Name of figure

3.2 Results and Discussions

3.2.1 Results

3.2.2 Analysis and Outcome

Chapter 4

Conclusion

4.1   Introduction

Discuss the contents of this chapter and summarized description of the work and the results and observation. Generally, it should be in one paragraph.

4.1   Practical Implications

Discuss the practical implications of the project…

4.2   Scope of Future Work

Discuss the future work of the project...

References

[1] Author Initial. Author Surname, Title. City: Publisher, Year Published, p. Pages Used.

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[3] O. B. R. Strimpel, "Computer graphics," in McGraw-Hill Encyclopedia of Science and Technology, 8th ed., Vol. 4. New York: McGraw-Hill, 1997, pp. 279-283.

[4] K. Schwalbe, Information Technology Project Management, 3rd ed. Boston: Course Technology, 2004.

[5] M. N. DeMers, Fundamentals of Geographic Information Systems, 3rd ed. New York: John Wiley, 2005.

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