Master Thesis Title

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1 February - 30 June

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Title:

Working Title

Project period:

2 February - 30 June

Project group:

Participants:
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Abstract:

Placeholder abstract

Pages: 7

Appendices: 0

Copies: 2

Finished: 30 June 2016

Preface

The following report was written by Svetomir Kurtev and Tommy Aagaard Christensen in accordance with the conclusion of the tenth and final semester of the Computer Science Master Program at Aalborg University.

We would like to thank Bent Thomsen for the help and guidance he provided us with throughout the development of the project.

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Chapter 1

Introduction

Computer programming has increasing relevance to today's advancement of technologies. Therefore, existing and established programming languages are constantly improved and new ones are created to meet that demand. The languages which are considered most suitable for introductory programming, are being adopted by educational institutions as part of their computer science curriculum e.g. Java, Python and more recently, Scratch TODO: Maybe a reference(s) is needed here . Similarly, some languages are considered arguably better than others in their intended purpose in the software industry. However, formal evaluation methods for assessing programming languages are very few and limited in their use and most evidence gathered to support such claims are anecdotal in nature.

1.1 Initial Questions

Part I

Problem Analysis

Part II

Experiment Setup

Part III

Conclusion

Chapter 2

Conclusion

Part IV

Bibliography