

Tips to Improve Your Report

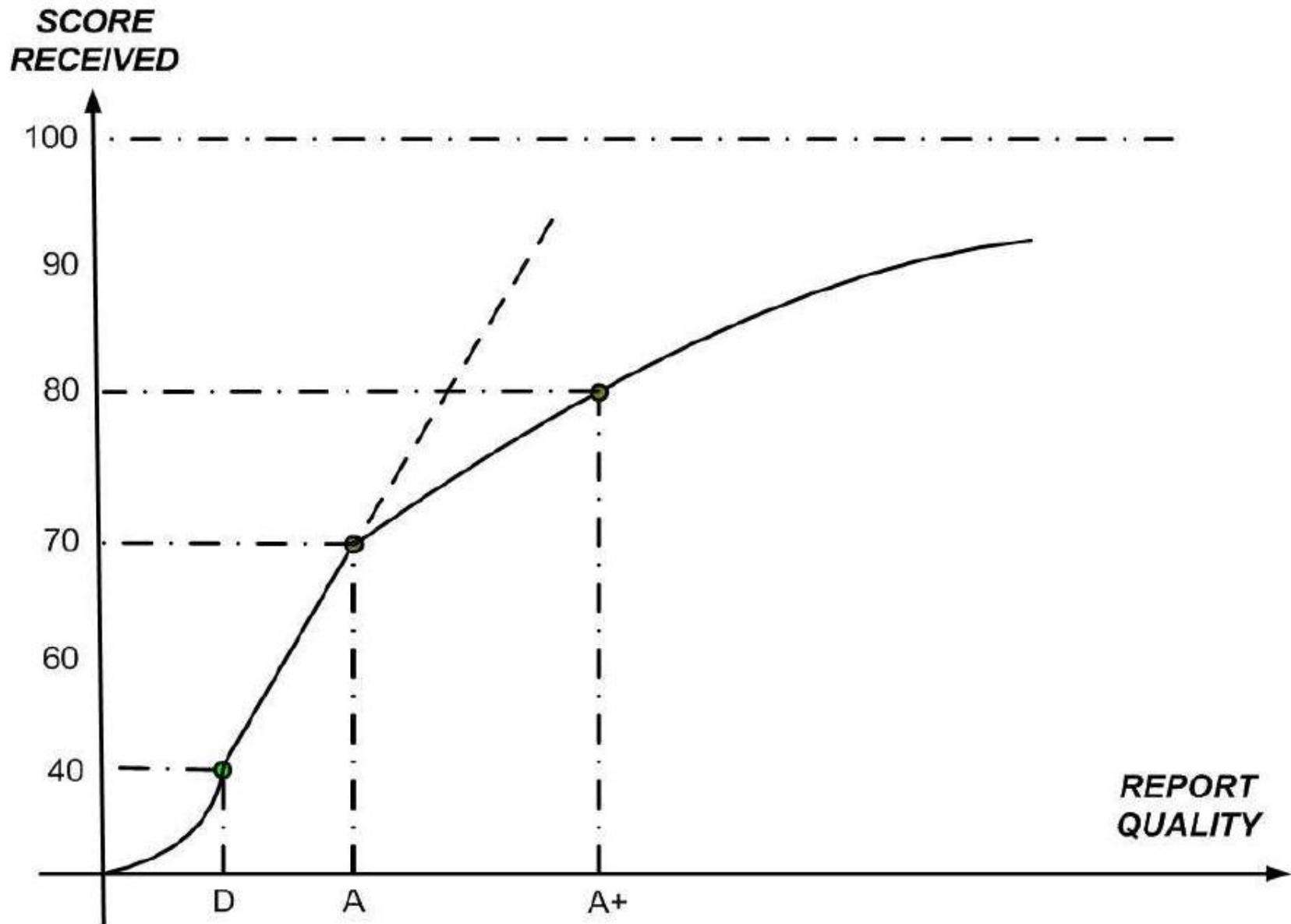
EEE101

Department of Electrical and
Electronic Engineering

First of All

- Private study on the reference books is essential, in spare time.
- Group discussion is highly encouraged. People become friends by exchanging their ideas.
- Copying people's idea to your brain, instead of copying others' codes/report to your computer
- **No Plagiarism**

The Philosophy Applied on Marking Assignments (EEE101)



How to Solve a Problem

- ***1) Identification of a problem***
 - old, or new on Internet and library
- ***2) Attacking the problem***
 - Helps from friends and teacher. Sometimes, you have to join a group discussion and solve a problem by team work.
- ***3) Writing a record for the whole thing***
 - Log is always useful, as repetition helps learning

SDP

- **Specification**

- Plain English used here are expected to be clear, structured, and succinct.
- Figure & Sample Running should not be listed here.
- Understanding on functional requirements must be shown.

SDP

- **Analysis**

- Data requirements on Input Output are described succinctly but in enough details.
- Constraints should be considered given the input/output data type and length
- Better to use data flow chart to analyze complex problem.

SDP

- **Design**
 - Clear and structured
 - Novel approach is highly desirable.
 - Algorithm efficiency is expected to be considered

SDP

- **Implementation**
 - A standard coding style should be followed
 - Comments on codes are expected to be **clear** and **succinct**.

SDP

- **Testing**

- All the aspects need to be tested.
- Any limits of program found during testing, need to be documented. If there is not enough time to improve program. The idea to improve the performance should be proposed.

Problems in Previous Assignments

What will affect your marks?

- **Logic is wrong**
- No flowchart
- No SDP analysis
- No comments
- Source codes should be uploaded and be consistent with the codes in your reports
- Coding styles are not good (Indent style..)
- No testing screenshot
- Lack of the function declaration.
- Do not using "==" or "!=" to compare float numbers.

```
float v1;  
if(v1==0)  
{  
    ...//doing something;  
}
```