BAYERO UNIVERSITY, KANO

FACULTY OF COMPUTER SCIENCES AND INFORMATION TECHNOLOGY
DEPARTMENT OF COMPUTER SCIENCE

GUIDELINES FOR UNDERGRADUATE PROJECT
(CSC4600)

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4. Chapter Four- System Implementation and Testing or Result/Findings and Discussion

The heading of chapter four for application/software development shall be SYSTEM IMPLEMENTATION AND TESTING while RESULT/FINDINGS AND DISCUSSION shall be used for research project. For research project you may draft the structure and contact your supervisor before writing the full text for discussion and suggestions. For software development the chapter shall include the following:

- System Implementation
- Implementation tools and environments
- System Requirements
- Description of the Implemented System
- System Testing

For research project, the findings of the project shall be presented and discussed in this section. The findings shall be stated in prose and references made to tables and figures in the text. Details of numerical result shall be given either in the text, in the tabular form or as graphs or any combination of these. However, if the subject of the project and findings are primarily of a qualitative nature, the above guidelines need **NOT** be followed. The findings may be presented in the descriptive and analytical modes appropriate to the discipline. But, discussion of the result shall also be presented.

Do not attempt to describe all the code in the system, and do *not* include large pieces of code in this section. Complete source code listings should be put in an appendix. However, you may pick out and describe just the pieces of code which, for example:

- are especially critical to the operation of the system;
- you feel might be of particular interest to the reader for some reason;
- illustrate a non-standard or innovative way of implementing an algorithm, data structure, etc.