

Project_Title

Final Report

A Project

Presented

To the Faculty of

California State University, Dominguez Hills

In Partial Fulfillment of the Requirements

For the Degree Bachelor of Science in Computer Science

By

Your_First_Name Your_Last_Name

Semester Year

PROJECT: PROJECT_TITLE_IN_CAPITAL_LETTER

AUTHOR: YOUR_FIRST_NAME YOUR_LAST_NAME

APPROVED BY:

Acknowledgements

I would like to thank ...

Contents

| | |
|--|----|
| Acknowledgements | 3 |
| Abstract | 8 |
| I. Introduction | 9 |
| A. Background | 9 |
| B. Project Description | 9 |
| C. Target Audience | 9 |
| D. Motivation | 9 |
| II. Prior Related Work | 10 |
| A. Prior Related Work 1 | 10 |
| B. Prior Related Work 2 | 10 |
| C. Prior Related Work n | 10 |
| III. Resources | 11 |
| A. Additional Resources | 11 |
| IV. Use-Case Diagram | 12 |
| A. Actors | 12 |
| B. Use-Cases | 12 |
| V. Sequence Diagram | 13 |
| VI. Class Diagram | 14 |
| VII. Entity-Relationship Diagram | 15 |

| | |
|--|----|
| VIII. Frontend Development | 16 |
| A. Tools | 16 |
| B. Pages Navigation | 16 |
| C. Frontend Development 1 | 16 |
| D. Frontend Development n | 16 |
| IX. Backend Development | 17 |
| A. Tools | 17 |
| B. Backend Development 1 | 17 |
| C. Backend Development n | 17 |
| X. Contributions | 18 |
| XI. Conclusion & Future Work | 19 |
| XII. Other Section | 20 |
| References | 21 |
| XIII. Code | 22 |

List of Figures

List of Tables

Abstract

This is the abstract of your project report. It should summarize the main points of your project, including the problem you are addressing, your approach, and your results.

I. Introduction

A. BACKGROUND

Add background information here...

B. PROJECT DESCRIPTION

Your project description goes here...

C. TARGET AUDIENCE

Add target audience information here...

D. MOTIVATION

Add motivation information here...

II. Prior Related Work

A. PRIOR RELATED WORK 1

Add related work 1 information here...

B. PRIOR RELATED WORK 2

Add related work 2 information here...

C. PRIOR RELATED WORK N

Add related work n information here...

III. Resources

A. ADDITIONAL RESOURCES

Add additional resources information here if needed...

IV. Use-Case Diagram

Use-case diagram information goes here...

A. ACTORS

Add actors information here...

B. USE-CASES

Add use-cases information here...

V. Sequence Diagram

Sequence diagram information goes here...

VI. Class Diagram

Class diagram information goes here...

VII. Entity-Relationship Diagram

Entity-relationship diagram information goes here...

VIII. Frontend Development

A. TOOLS

Add tools information here...

B. PAGES NAVIGATION

Add pages navigation information here...

C. FRONTEND DEVELOPMENT 1

Add frontend development 1 information here...

D. FRONTEND DEVELOPMENT N

Add frontend development n information here...

IX. Backend Development

A. TOOLS

Add tools information here...

B. BACKEND DEVELOPMENT 1

Add backend development 1 information here...

C. BACKEND DEVELOPMENT N

Add backend development n information here...

X. Contributions

Add contributions information here...

XI. Conclusion & Future Work

Add conclusion and future work information here...

XII. Other Section

Add other section information here...

Bibliography

[1] Author Name. *Title of the Work*. Journal/Conference, Year.

[2] ...

XIII. Code

```
1 def example_function():  
2     # This is a comment  
3     print("This is an example function.")  
4     return True
```

Listing 1: Python Code Snippet

```
1 package main  
2 import "fmt"  
3 func main() {  
4     fmt.Println("This is an example Golang function.")  
5 }
```

Listing 2: Golang Code Snippet

```
1 #include <iostream>  
2 using namespace std;  
3 int main()  
4 {  
5     // This is a comment  
6     cout << "This is an example C++ function." << endl;  
7     return 0;  
8 }
```

Listing 3: C++ Code Snippet