



University
of Glasgow | School of
Computing Science

Project Title

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Level 3 Project — 13 March 2013

Abstract

The abstract goes here

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Chapter 1

Introduction

ALICE [1] was beginning to get very tired of sitting by her sister on the bank and of having nothing to do: once or twice she had peeped into the book her sister was reading, but it had no pictures or conversations in it, “and what is the use of a book,” thought Alice, “without pictures or conversations?”

Alice opened the door and found that it led into a small passage.



Figure 1.1: Behind it was a little door

Chapter 2

Research and Requirements

Requirements (chapter on its own?)

Chapter 3

Design

The following diagrams (especially figure 1.1) illustrate the process...

Chapter 4

Implementation

In this chapter, we describe how the implemented the system.

4.1 User Interface

Blah blah blah Blah blah blah Blah blah blah Blah blah blah

4.1.1 Foo

Blah blah blah Blah blah blah Blah blah blah Blah blah blah

4.2 Database Model

1. Blah blah blah
2. Blah blah blah
3. Blah blah blah
4. Blah blah blah

Chapter 5

Evaluation

We evaluated the project by...

Chapter 6

Conclusion

A great project!

6.1 Contributions

Here we explain that Lewis Carroll wrote chapter 1. John Wayne was out riding his horse every day and didn't do anything. Marilyn Monroe was great at getting the requirements specification and coordinating the writing of the report. Betty Davis did the coding of the kernel of the project, described in Chapter 4. James Dean handled the multimedia content of the project.

Bibliography

[1] L. Carroll. *Alice's Adventures in Wonderland*. Macmillan, 1865.