



University  
of Glasgow | School of  
Computing Science

## Augmented Reality Android Gym App

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## **Abstract**

Something will go here.

## Education Use Consent

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# Chapter 1

## Introduction

```
> pdflatex example0  
> bibtex example0  
> pdflatex example0  
> pdflatex example0
```

### 1.1 Motivation

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

### 1.2 Background

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

### 1.3 Aim

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

## 1.4 Outline

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over Uroborus (Figure 7.1). The quick brown fox jumped over the lazy dog.

[illegible]

## Chapter 2

# Requirement

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

### 2.1 Requirements gathering

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

#### 2.1.1 Questionnaire

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

#### 2.1.2 Meeting with GUSA

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.



## Chapter 3

# Design

### 3.1 User Experience

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

### 3.2 User Interface

The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog.

## **Chapter 4**

# **Implementation**

## **Chapter 5**

# **Testing**

## **Chapter 6**

## **Conclusion**

## Chapter 7

# Evaluation

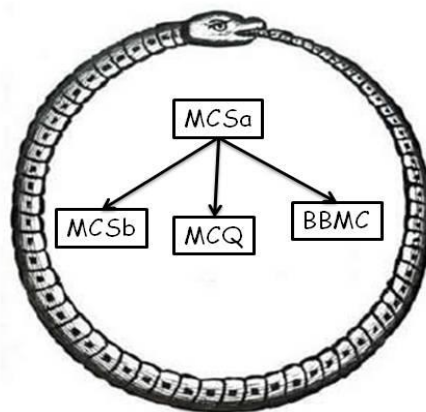


Figure 7.1: An alternative hierarchy of the algorithms.

# **Appendices**

## Appendix A

# Running the Programs

An example of running from the command line is as follows:

```
> java MaxClique BBMC1 brock200_1.clq 14400
```

This will apply *BBMC* with *style* = 1 to the first brock200 DIMACS instance allowing 14400 seconds of cpu time.

## Appendix B

# Generating Random Graphs

We generate Erdős-Rényi random graphs  $G(n, p)$  where  $n$  is the number of vertices and each edge is included in the graph with probability  $p$  independent from every other edge. It produces a random graph in DIMACS format with vertices numbered 1 to  $n$  inclusive. It can be run from the command line as follows to produce a clq file

```
> java RandomGraph 100 0.9 > 100-90-00.clq
```