**[****Project Report Title]**

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| A Project Report Presented to  The Faculty of the College of Engineering |
| San Jose State University In Partial Fulfillment Of the Requirements for the Degree **Master of Science in Computer Engineering**  **Master of Science in Software Engineering** |

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| --- |
| By |
| [Author’s Name(s) in alphabetic order by last name. use FirstName LastName] |
| [Your graduation month/year] |

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ABSTRACT

[Project Report/Thesis Title]

By [Author’s Name(s) in alphabetic order by last name. use FirstName LastName]

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| Acknowledgments |
| The authors are deeply indebted to …. |

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# Project Overview

## Introduction

## Proposed Areas of Study and Academic Contribution

## Current State of the Art

# Project Architecture

## Introduction

Include introductory text text plus a diagram.

## Architecture Subsystems

Describe major subsystems in your architecture.

# Technology Descriptions

Assume you audience is a skilled computer scientist that has some familiarity with technologies taught in the client/server program. The topics below are for a typical MS Software Engineering project. Adjust the topics in this chapter to meet the needs of your project.

## Dapp Technologies

## Compiler Technologies

## Web3 Technologies

## Geth Technologies

## Ethereum Technologies

# Project Design

Add additional chapters if necessary to keep chapters at a reasonable length. This chapter should describe the important design elements of your project. Describe elements that are key to project and that are innovative. The topics below are for a typical MS Software Engineering project. Adjust the topics in this chapter to meet the needs of your project.

## Dapp Technologies

### Front-end

Include screen shots to illustrate your application plus UML diagrams to illustrate your programming design.

## Compiler Technologies

Include UML diagrams describe your middle-tier components.

## Web3 Technologies

### RPC requests

Include database schemas and other data elements important to your project.

## Geth Technologies

### Ethereum node

## Ethereum Technologies

### Ethereum contracts

# Project Implementation

Add additional chapters if necessary to keep chapters at a reasonable length. Describe your programming effort in this section. It is not necessary to include all of the programs you created; just describe what is necessary for your reader to understand what you have done (particularly the items that are innovative).

The topics below are for a typical MS Software Engineering project. Adjust the topics in this chapter to meet the needs of your project.

## Dapp Technologies

## Compiler Technologies

## Web3 Technologies

## Geth Technologies

### Solidity

## Ethereum Technologies

### Constructor

### Sell function

### Buy function

### User struct

### Proposal Struct

# Testing and Verification

Describe your test strategy, process, and results for verifying the functionality of your project.

# Performance and Benchmarks

Describe any performance and benchmarking criteria you used for your project. In addition, describe any benchmarking results you observed in your project.

# Deployment, Operations, Maintenance

Describe any deployment strategies, operational needs, and maintenance required for your project.

# Summary, Conclusions, and Recommendations

## Summary

## Conclusions

## Recommendations for Further Research

Glossary

References

Arehart, C. (2000). *Professional WAP*. Birmingham: Wrox.

IBM, Inc. (2000, October 5). *WiredAnwhere.* Retrieved from

<http://www.alphaworks.ibm.com/tech/wiredanywhere>

Appendices