Bilkent University

**Senior Design Project**

*Project short-name: project title*

Analysis Report

Project Group Member Name, Project Group Member Name …

Instructor: Instructor Name

Teaching Assistant(s): TA Name1 and TA Name2

Progress/Final Report

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This report is submitted to the Department of Computer Engineering of Bilkent University in partial fulfillment of the requirements of the Senior Design Project course CS491/2.

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Analysis Report

*Project short-name: project title*

# **Introduction**

This report template is for your convenience. Feel free to use it in your CS 491-2 reports. It might be a good opportunity to learn and practice the use of Microsoft Word in a more professional manner.

Each paragraph, title, caption, etc. should be given a proper “style”, which will result in a consistent formatting. This will also allow you to automatically produce and update table of contents and cross references to figures, tables, and references.

# **Current System**

Remove this section if your project is a “greenfield project”, where you start from scratch.

# **Proposed System**

This is where you provide the details of the results of your analysis work.

## **Overview**

This is how you cross-reference something from the list of references [1]. As the number of a reference changes, use right-click | “Update Field” to update it.

## **Functional Requirements**

Provide a number and caption for every figure as below. This is how you reference a figure (Figure 1). If you happen to insert a new figure before this one, right-click on the reference and select “Update Field” to update its figure number.



*Figure 1 An example figure*

## **Non-functional Requirements**

A bulleted list is below:

* An item
* An item
* …

## **Pseudo Requirements**

A numbered list is below:

1. A numbered item
2. A numbered item
3. …

## **System Models**

### Scenarios

A hyperlink is here.

### Use-Case Model

A code segment is below:

for (i=1; i<=5; i++)

System.out.println(“report to write”);

If you need to inline code, use “this” style.

### Object and Class Model

Table 1 is an example table.

*Table 1 An example table*

|  |  |
| --- | --- |
| **Key** | **Value** |
| key | Value |

### Dynamic Models

### User Interface

# **Glossary**

Glossary for any domain-specific terms you use in your report.

# **References**

1. Object-Oriented Software Engineering, Using UML, Patterns, and Java, 2nd Edition, by Bernd Bruegge and Allen H. Dutoit, Prentice-Hall, 2004, ISBN: 0-13-047110-0.