

Assignment Report Template

0. Important Notes (Read Before Starting)

- At the end of each assignment description, you will find a **list of deliverables**.
 - These deliverables define the **key points we will check in your code and report**.
 - You must:
 - **Show in your source code** that all deliverables are implemented.
 - **Demonstrate them in your use cases**.
 - If any deliverable is missing or not shown in your report, you will be asked to **resubmit a complete report**.
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1. Running Instructions

- Provide a **step-by-step guide** on how to run your simulation.
 - Mention:
 - How to run the program
 - Expected inputs and how to provide them.
 - **Important:**
 - If these instructions do not work exactly as described, you will lose any bonus points and will be asked to resubmit a corrected report.
 - You are responsible for uploading:
 - This report (only in PDF format).
 - Making sure that the report is clear and complete.
 - The complete and working source code.
 - Any additional files needed to run the program.
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2. General Overview

- **Solution Summary:** Summarize your general approach. If you have any assumptions, or any limitations in your solution, you need to explain it here.

3. Section Reports

Some assignments have more than one part. It will be clear in the assignment description.

Repeat the structure below for each section of the assignment.

Section X: [Section Name]

3.1 Explanation

- Short description of what this section requires.
- How you approached solving it.

3.2 Code

- Insert the relevant **code snippet(s)**.
- Add a **screenshot of your code**.
- Explain in words what the code does.

3.3 Demonstration

- Provide **2 use cases**.
- For each use case:
 1. Input description.
 2. Screenshot of program execution/output.
 3. Short interpretation of the result.

4. Challenge / Bonus Section (Optional)

Each assignment might have one or two challenges. If you attempted the challenge tasks, describe them here.

Rules for Bonus Points:

- Partial or incomplete implementations will **not** receive bonus points.
- You must provide **4 complete use cases** with screenshots.
- If the program does not solve the challenge completely, you get **zero** for the challenge.

Challenge X: [Challenge Name]

4.1 Explanation

- What the challenge is about.
- Your approach to solving it.

4.2 Code

- Show the relevant **code snippets**.
- Insert **screenshots of your code**.
- Briefly explain the logic.

4.3 Demonstration

- Provide **4 use cases**.
- For each use case:
 1. Input description.
 2. Screenshot of program execution/output.
 3. Short explanation of the results.

5. Final Remarks

- Summarize what you learned.
 - Mention limitations or improvements.
 - (Optional) List any extra comments.
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