Homework Manual

by

Kyle Ponte

kponte@stevens.edu

September 13, 2024

© Kyle Ponte kponte@stevens.edu ALL RIGHTS RESERVED

Homework Manual

Kyle Ponte kponte@stevens.edu

This document provides the requirements and design details of the PROJECT. The following table (Table 1) should be updated by authors whenever major changes are made to the architecture design or new components are added. Add updates to the top of the table. Most recent changes to the document should be seen first and the oldest last.

Table 1: Document Update History

Date	Updates
08/22/2023	DDM:
	• Updated dsnManual.tex with <i>newcommand(s)</i> {} for easier references of requirements, figures, and other labels.
10/25/2023	DDM:
	• Added chapters on use cases (Chapter ??) and user stories (Chapter ??).
10/11/2023	DDM:
	DDM:Added chapters on requirements (Chapter ??) and glossary.
09/18/2023	DDM:
	• Added chapter on development plan (Chapter ??).

Table of Contents

1	Team - Kyle Ponte	1
2	Git Homework – Kyle Ponte	2
Bib	ibliography	4

List of Tables

4	D .	TT 1 TT'															
1	Document	Update History		 •	•				•						•	•	11

List of Figures

1.1	Example Diagram 1	1
	Example Diagram 2	
2.1	Part II HW	3

Chapter 1

Team

- Kyle Ponte

My name is Kyle Ponte and I am a software engineer at Stevens Institute of Technology. I'm from Bloomfield, New Jersey, and I love both playing and watching basketball. I am also very fond of traveling, and so far have ventured to places in South and Central America like Peru and the Dominican Republic. In terms of other hobbies, I also enjoy listening to music and going to the gym.



Figure 1.1: Example Diagram 1

Person	LivesAt	Residency
-Paweed ByVisual	Paradigm Communi	_y address 😵

Figure 1.2: Example Diagram 2

Chapter 2

Git Homework

- Kyle Ponte

Part II:



Figure 2.1: Part II HW

Bibliography

Index

```
Chapter
GitHomework, 2
Team, 1
introduction, 1, 2
```