



**Group - MSc in Your Course**

**Project Title**

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## **Acknowledgements**

*"Charles Xavier did more for mutants than you will ever know. My single greatest regret is that he had to die for our dream to live." - Eric Lensherr, 2006*

I would like to thank my supervisor Henry McCoy for helping me to complete my research. In addition I would like to thank my parents Christopher and Katherine and my friends Jean, Logan, and Warren for all their support during my time in university.

## **Abstract**

*This is a sample thesis layout with AI and Software development headings to guide you in developing your thesis. It contains styles, formatting, and a suggested structure with features like headers, footers, page-numbers, Table of contents, Table of figures and managed references.*

*It is a useful and common practice to put the abstract in Times New Roman 12-point italics. Throughout this document the styles used reflect the styles we suggest you use in your scientific report.*

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# Chapter 1 Introduction

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs

## 1.1 The academic objectives

*"I designed the Exocomps to be problem solvers" ... "So, in a sense, they are learning."*

*– Doctor Farallon and Commander Data, 2369*

The academic objectives of this project are to study and gain experience working with blah.

The chosen problem used for this study is blah. The proposed blah.

## 1.2 Problem Domain?

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs

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3. Numbered Bullet item.
  - a. Numbered Bullet item.
  - b. Numbered Bullet item.
4. Numbered Bullet list

## 1.3 Product title: a solution

## 1.4 Objectives

## 1.5 The Scope of the solution

## 1.6 Report Structure

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An Abstract

TOC and TOF are generated automatically

The Chapters the folworing styles

Paragraphs are 122pt Aril Justifited with 1.5 line spaces and 6pt before with 3 pt agafter.

## **Chapter 2      Materials**

### **2.1 Existing Data**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

#### **2.1.0 Others**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **2.2 How we can choose**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs

#### **2.2.1 Machine Learning**

### **2.3 Conclusion: The Need for a Software Solution**



## **Chapter 3      Project Management**

under the headings of (i) sub-topic 1 (cf. 1.1.0), and (ii) sub-topic 2 (cf. 1.1.1)

### **3.1 Weekly Meetings**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **3.2 Source code management (SCM)**

### **3.3 Code Style Guide**

### **3.4 Collaboration Tools**

#### **3.4.1 GitHub**

#### **3.4.2 Microsoft Office Online**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

## **Chapter 4      Data Analytic Methods**

under the headings of (i) sub-topic 1 (cf. 1.1.0), and (ii) sub-topic 2 (cf. 1.1.1)

### **4.1 Artificial Intelligence**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **4.2 Categorization**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **4.3 Estimation**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **4.4 Machine Learning**

#### **4.4.1 Garbage in, likely garbage out**

### **4.5 Working with Data Structures Object Orientated Programming**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **4.6 Examples**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **4.7 Conclusion**

This chapter has outlined the ...



**Figure 1: School Logo**

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## **Chapter 5      Data Analysis**

### **5.1 Introduction and focus**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **5.2 Academic Aims**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

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#### **5.2.1 Academic Requirements**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **5.3 Functional Requirements**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **5.4 Non-Functional Requirements**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **5.5 Statistics**

## **Chapter 6      Results**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs

### **6.1 Project Plan: Priorities and Milestones**

#### **6.1.0 The Data Structure**

#### **6.1.1 Populating the System with Data**

#### **6.1.2 Machine Learning**

#### **6.1.3 Testing**

#### **6.1.4 Paths to completion**

### **6.2 Data Structures**

### **6.3 System Architecture**

#### **6.3.1 Object Identification**

### **6.4 Machine Learning**

### **6.5 Conclusion**

This chapter has outlined the ...

## **Chapter 7      Implementation**

### **7.1 Standards and Best Practice**

#### **7.1.1 Object Orientated Programming**

#### **7.1.2 Source Control and versioning**

The solutions presented in this chapter are the best practices and patterns of all those tried in various versions throughout the lifecycles of the systems defines in section 1.2.

### **7.2 Development Environment**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **7.3 Tools Used**

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## **Chapter 8      Conclusion and Recommendations**

### **8.1 Conclusion**

This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs.

### **8.2 Recommendations**

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## References

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## Glossary

<b>Term 1</b>	This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs
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<b>Term 1</b>	This chapter will begin by outlining the (cf. 1.1) for the purpose of writing a Report for a Project and outlining paragraphs

## **Appendix A   Reflections**

### **A.1 Report Structure**

## **Appendix B Project Management**

*"I bring order to chaos" - The Borg Queen, 2373*

A few sentences about how the project was managed. A bit about the code, the document, the research, budget and timing, management frameworks and so on.

### **B.1 Report Structure**

### **B.2 Code Style Guide**

*"This appears to be a region of space that doesn't have many rules. But I believe we can learn something from the events that have unfolded. In a part of space where there are few rules, it's more important than ever that we hold fast to our own." – Captain Janeway, 2372*

#### **B.2.1 Naming conventions**

#### **B.2.2 Avoid magic constant numbers**

#### **B.2.3 Variable naming**

#### **B.2.4 Methods**

#### **B.2.5 Imports**

#### **B.2.6 Comments**

#### **B.2.7 Documentation**

#### **B.2.8 Classes**

#### **B.2.9 Spacing, Indentation**

#### **B.2.10 Literals**

## **Appendix C   Development Environment**