Final Year Project Thesis – B.Sc. in COURSE

Project Title

Authors:
Name Surname

month-name day, 2028

Supervisors:
Dr John Doe

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 additional 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 Objectives

1.1.1 The project objectives

Provide a Thesis Template to start your Project Thesis Report (Crowe, 2024).

1.1.2 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

1. Numbered Bullet list.
2. Numbered Bullet list
3. Numbered Bullet item.
    a. Numbered Bullet item.
    b. Numbered Bullet item.
4. Numbered Bullet list

1.3 Product title: a solution

1.4 The Scope of the solution

1.5 Report Structure

This document has cover pages …

An Abstract

Table of Contents and Table of Figures are generated automatically

The Chapters the following styles

Paragraphs are 12pt Arial Justified with 1.5-line spaces and 6pt before with 3 pt after.

Chapter 2 Literature Review

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 Examples

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 Standards and Best Practice

2.1.1 Object Orientated Programming

2.1.2 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.

2.2 Conclusion: The Need for a Software Solution

Chapter 3 Analysis and Design

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

3.1 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.

3.2 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.

3.3 Project Management

3.3.1 Source code management (SCM)

3.3.2 Collaboration Tools

A.1.1.1 GitHub

A.1.1.2 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.

3.3.3 Code Style Guide

3.4 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.

Chapter 4 Implementation

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

4.1 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.

4.2 Tools Used

This chapter has outlined the …

4.3 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.

4.4 Estimate Bitmap Equalness

```
1. /* ... */
2. bool areBitmapsEqual(int bitMap1[][COLS], int bitMap2[][COLS], int rows, int cols)
3. {
4.     int equalCount = 0;
5.     for (int rowIndex = 0; rowIndex < rows; rowIndex++)
6.     {
7.         for (int colIndex = 0; colIndex < cols; colIndex++)
8.         {
9.             if (bitMap1[rowIndex][colIndex] == bitMap2[rowIndex][colIndex])
10.                equalCount++;
11.        }
12.    }
13.    int totalElements = rows * cols;
14.    /* ... */
15.    return equalPercentage >= EQUAL_PERCENTAGE_RATE;
16. }
17. /* ... */
```

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

Under a code block

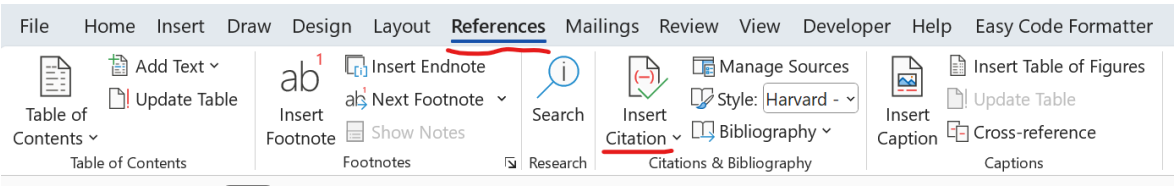

Figure 1:Code Block Caption Instructions

```
-- Insert data into the Location table
INSERT INTO Location (LocationID, Name, Sunlight, Water) VALUES
(0, 'East', 0.28, 0.80),
(1, 'North', 0.17, 0.84),
(2, 'West', 0.38, 0.48),
(3, 'South', 0.45, 0.66);
```

Figure 2 Code Example

```
1. -- Insert data into the Location table
2. INSERT INTO Location (LocationID, Name, Sunlight, Water) VALUES
3. (0, 'East', 0.28, 0.80),
4. (1, 'North', 0.17, 0.84),
5. (2, 'West', 0.38, 0.48),
6. (3, 'South', 0.45, 0.66);
```

7. Figure 3 Code Example

4.5 Estimation

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

4.6 Conclusion

This chapter has outlined the …

Figure 4: School Logo

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

Chapter 5 Testing

5.1 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.

- Bullets
- Bullets

5.1.1 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.

Figure 5 TUS Logo

5.2 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.

5.3 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.

5.4 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 Conclusion and Recommendations

7.1 Machine Learning

7.1.1 Garbage in, likely garbage out

7.2 Conclusion

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 Recommendations

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References

Crowe, M., 2024. *How to write your Thesis By Mark Crowe.* [Online]
Available at: https://github.com/marcocrowe/thesis-templates
[Accessed 1 10 2024].

Glossary

Term 1	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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Appendix B Reflections

B.1 Report Structure

Appendix C 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.

C.1 Report Structure

C.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

C.2.1 Naming conventions

C.2.2 Avoid magic constant numbers

C.2.3 Variable naming

C.2.4 Methods

C.2.5 Imports

C.2.6 Comments

C.2.7 Documentation

C.2.8 Classes

C.2.9 Spacing, Indentation

C.2.10 Literals

Appendix D Development Environment