

Group - MSc in Your Course

Project Title

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“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.

Table of Contents

[Acknowledgements 2](#_Toc89342070)

[Abstract 3](#_Toc89342071)

[Table of Contents 4](#_Toc89342072)

[Table of Figure 6](#_Toc89342073)

[Chapter 1 Introduction 7](#_Toc89342074)

[1.1 The academic objectives 7](#_Toc89342075)

[1.2 Problem Domain? 7](#_Toc89342076)

[1.3 Product title: a solution 7](#_Toc89342077)

[1.4 Objectives 7](#_Toc89342078)

[1.5 The Scope of the solution 7](#_Toc89342079)

[1.6 Report Structure 7](#_Toc89342080)

[Chapter 2 Materials 8](#_Toc89342081)

[2.1 Existing Data 8](#_Toc89342082)

[2.1.0 Others 8](#_Toc89342083)

[2.2 How we can choose 8](#_Toc89342084)

[2.2.1 Machine Learning 8](#_Toc89342085)

[2.3 Conclusion: The Need for a Software Solution 8](#_Toc89342086)

[Chapter 3 Project Management 9](#_Toc89342087)

[3.1 Weekly Meetings 9](#_Toc89342088)

[3.2 Source code management (SCM) 9](#_Toc89342089)

[3.3 Code Style Guide 9](#_Toc89342090)

[3.4 Collaboration Tools 9](#_Toc89342091)

[3.4.1 GitHub 9](#_Toc89342092)

[3.4.2 Microsoft Office Online 9](#_Toc89342093)

[Chapter 4 Data Analytic Methods 10](#_Toc89342094)

[4.1 Artificial Intelligence 10](#_Toc89342095)

[4.2 Categorization 10](#_Toc89342096)

[4.3 Estimation 10](#_Toc89342097)

[4.4 Machine Learning 10](#_Toc89342098)

[4.4.1 Garbage in, likely garbage out 10](#_Toc89342099)

[4.5 Working with Data Structures Object Orientated Programming 10](#_Toc89342100)

[4.6 Examples 10](#_Toc89342101)

[4.7 Conclusion 10](#_Toc89342102)

[Chapter 5 Data Analysis 12](#_Toc89342103)

[5.1 Introduction and focus 12](#_Toc89342104)

[5.2 Academic Aims 12](#_Toc89342105)

[5.2.1 Academic Requirements 12](#_Toc89342106)

[5.3 Functional Requirements 12](#_Toc89342107)

[5.4 Non-Functional Requirements 12](#_Toc89342108)

[5.5 Statistics 12](#_Toc89342109)

[Chapter 6 Results 13](#_Toc89342110)

[6.1 Project Plan: Priorities and Milestones 13](#_Toc89342111)

[6.1.0 The Data Structure 13](#_Toc89342112)

[6.1.1 Populating the System with Data 13](#_Toc89342113)

[6.1.2 Machine Learning 13](#_Toc89342114)

[6.1.3 Testing 13](#_Toc89342115)

[6.1.4 Paths to completion 13](#_Toc89342116)

[6.2 Data Structures 13](#_Toc89342117)

[6.3 System Architecture 13](#_Toc89342118)

[6.3.1 Object Identification 13](#_Toc89342119)

[6.4 Machine Learning 13](#_Toc89342120)

[6.5 Conclusion 13](#_Toc89342121)

[Chapter 7 Implementation 14](#_Toc89342122)

[7.1 Standards and Best Practice 14](#_Toc89342123)

[7.1.1 Object Orientated Programming 14](#_Toc89342124)

[7.1.2 Source Control and versioning 14](#_Toc89342125)

[7.2 Development Environment 14](#_Toc89342126)

[7.3 Tools Used 14](#_Toc89342127)

[Chapter 8 Conclusion and Recommendations 15](#_Toc89342128)

[8.1 Conclusion 15](#_Toc89342129)

[8.2 Recommendations 15](#_Toc89342130)

[References 16](#_Toc89342131)

[Glossary 17](#_Toc89342132)

[Appendix A Reflections 18](#_Toc89342133)

[A.1 Report Structure 18](#_Toc89342134)

[Appendix B Project Management 19](#_Toc89342135)

[B.1 Report Structure 19](#_Toc89342136)

[B.2 Code Style Guide 19](#_Toc89342137)

[B.2.1 Naming conventions 19](#_Toc89342138)

[B.2.2 Avoid magic constant numbers 19](#_Toc89342139)

[B.2.3 Variable naming 19](#_Toc89342140)

[B.2.4 Methods 19](#_Toc89342141)

[B.2.5 Imports 19](#_Toc89342142)

[B.2.6 Comments 19](#_Toc89342143)

[B.2.7 Documentation 19](#_Toc89342144)

[B.2.8 Classes 19](#_Toc89342145)

[B.2.9 Spacing, Indentation 19](#_Toc89342146)

[B.2.10 Literals 19](#_Toc89342147)

[Appendix C Development Environment 20](#_Toc89342148)

Table of Figure

[Figure 1: School Logo 11](#_Toc89342149)

# Introduction

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

## 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.

## Problem Domain?

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   2. Numbered Bullet item.
4. Numbered Bullet list

## Product title: a solution

## Objectives

## The Scope of the solution

## Report Structure

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An Abstract

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

# Materials

## 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.

### Others

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

## 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

### Machine Learning

## Conclusion: The Need for a Software Solution

# Project Management

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

## 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.

## Source code management (SCM)

## Code Style Guide

## Collaboration Tools

### GitHub

### 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.

# Data Analytic Methods

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

## 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.

## Categorization

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

## Estimation

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

## Machine Learning

### Garbage in, likely garbage out

## 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.

## Examples

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

## Conclusion

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Description automatically generated

Figure : School Logo

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# Data Analysis

## 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.

## 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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* Bullets

### 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.

## 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.

## 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.

## Statistics

# Results

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

## Project Plan: Priorities and Milestones

### The Data Structure

### Populating the System with Data

### Machine Learning

### Testing

### Paths to completion

## Data Structures

## System Architecture

### Object Identification

## Machine Learning

## Conclusion

This chapter has outlined the …

# Implementation

## Standards and Best Practice

### Object Orientated Programming

### 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.

## 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.

## Tools Used

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# Conclusion and Recommendations

## Conclusion

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## Recommendations

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References

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Glossary

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| 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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1. Reflections
   1. Report Structure
2. 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.

* 1. Report Structure
  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

* + 1. Naming conventions
    2. Avoid magic constant numbers
    3. Variable naming
    4. Methods
    5. Imports
    6. Comments
    7. Documentation
    8. Classes
    9. Spacing, Indentation
    10. Literals

1. Development Environment