

# Seminar Template

René Schönfelder (schoenfr@isp.uni-luebeck.de)

## Abstract

This template should be used for seminar papers within the bachelor's course about software development tools and frameworks. The reason for using this template is, that all papers can be merged into one final volume, the proceedings. For that, it is necessary to use the same layout in every paper.

The abstract describes the research question and the essential results short and concise in about two to three paragraphs. It should not be longer than half of a page. You should formulate your abstract as objective as possible and from a third person's view. Do not use any citations here.

## 1 Introduction

For more information regarding this template, ask René Schönfelder (schoenfr@isp.uni-luebeck.de)

You are (of course) allowed to change the sections and subsections. The template serves only as an example on how to use LaTeX and for the layouting of your documents, so that we can combine all papers into a single book.

### 1.1 Bla Basic Topic

This is a section about some basic stuff, that the reader should know in order to understand your paper.

### 1.2 Related Work

Describe what others are doing and compare your research to theirs.

Example for referencing BibTeX entries: [Richardson and Delaney, 2010]

### 1.3 Outline

Tell the reader about the results and where in your paper they can find details.

## **2 First Topic**

This is where you describe the problem and how you (or others) solve it.

### **2.1 Blabla**

### **2.2 Blabla**

## **3 Second Topic**

This may be another topic correlated to the first. It could for example solutions to the problems you describe in the previous section.

### **3.1 Blabla**

### **3.2 Blabla**

## **4 Conclusions**

From the results of previous chapter you now draw conclusions.

## **References**

[Richardson and Delaney, 2010] Richardson, I. and Delaney, Y. (2010). Software quality: From theory to practice. In *Proceedings of the 2010 Seventh International Conference on the Quality of Information and Communications Technology, QUATIC '10*, pages 150–155, Washington, DC, USA. IEEE Computer Society.