

Corso di Laurea in Ingegneria e Scienze Informatiche

DSL e Neverlang Language Workbench

Tesi di laurea in:
PROGRAMMAZIONE AD OGGETTI

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Abstract

Max 2000 characters, strict.

Contents

Abstract	iii
1 Introduction	1
2 State of the art	3
2.1 Some cool topic	3
3 Contribution	5
3.1 Fancy formulas here	5
	7
Bibliography	7

CONTENTS

List of Figures

2.1	Some random image	3
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LIST OF FIGURES

List of Listings

listings/HelloWorld.java	5
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LIST OF LISTINGS

Chapter 1

Introduction

Write your intro here.

You can use acronyms that you defined previously, such as Internet of Things (IoT). If you use acronyms twice, they will be written in full only once (indeed, you can mention the IoT now without it being fully explained). In some cases, you may need a plural form of the acronym. For instance, that you are discussing Virtual Machines (VMs), you may need both VM and VMs.

Terenzi Mirco: Add sidenotes in this way. They are named after the author of the thesis

Structure of the Thesis

Terenzi Mirco: At the end, describe the structure of the paper

Chapter 2

State of the art

I suggest referencing stuff as follows: fig. 2.1 or Figure 2.1

2.1 Some cool topic

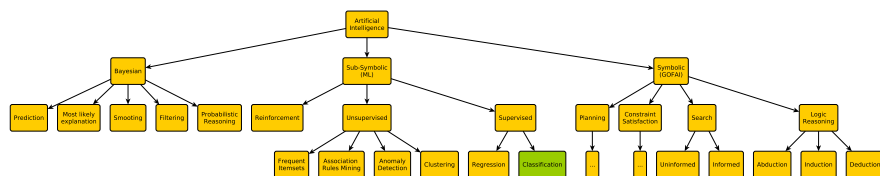


Figure 2.1: Some random image

Chapter 3

Contribution

You may also put some code snippet (which is NOT float by default), eg: chapter 3.

3.1 Fancy formulas here

```
1 public class HelloWorld {
2     public static void main(String[] args) {
3         // Prints "Hello, World" to the terminal window.
4         System.out.println("Hello, World");
5     }
6 }
```

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