

A Project Report on

{Title }

Subject:

{Name of the Subject}

Submitted by:

{Student's Name, Roll No. Faculty, Year}

Name of Instructor:

{Name and Title of the Instructor}

Submission Date:

{dd mm yyyy}



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1. Introduction:

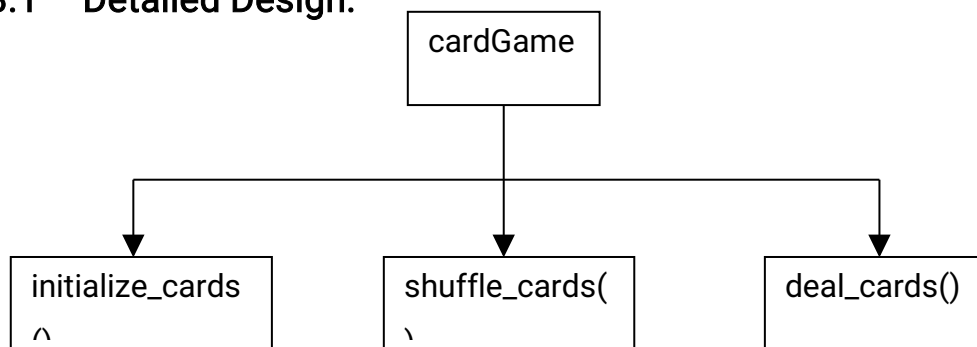
- 1.1 Project Description
- 1.2. Motivation/Problem Statement
- 1.2 Objective

2. Literature Review

3. Methodology:

Steps for carrying out the project

3.1 Detailed Design:



3.2 List of Classes

e.g. list classes in the cardGame and their functions

initialize_cards(), shuffle_cards(), deal_cards() etc

3.3 Objective of Each Function

e.g. explain what each function initialize_cards(), shuffle_cards(), deal_cards() etc is supposed to accomplish

2.4 Variables defined in the functions

e.g. list all the variables in the functions initialize_cards(), shuffle_cards(), deal_cards() etc

2.5. Hardware/Software Requirements

Description of Hardware and software platform requirements

4. Output:

Explain the output of the project and mention the snapshots in appendix

5. Conclusion:

Explain what is accomplished by doing this project work and what you learnt

6. References:

Mention all of the resources that you used for doing this project



work

e.g. books or sites etc in the proper format

[1] S. Kanetkar, "Programming in C++", PHI 2013, 4th Edition

Writer

Book Name

PressYear Edition

7. Appendix

User Manual

Instructions on How to use the software

Screen Shots

Codings

