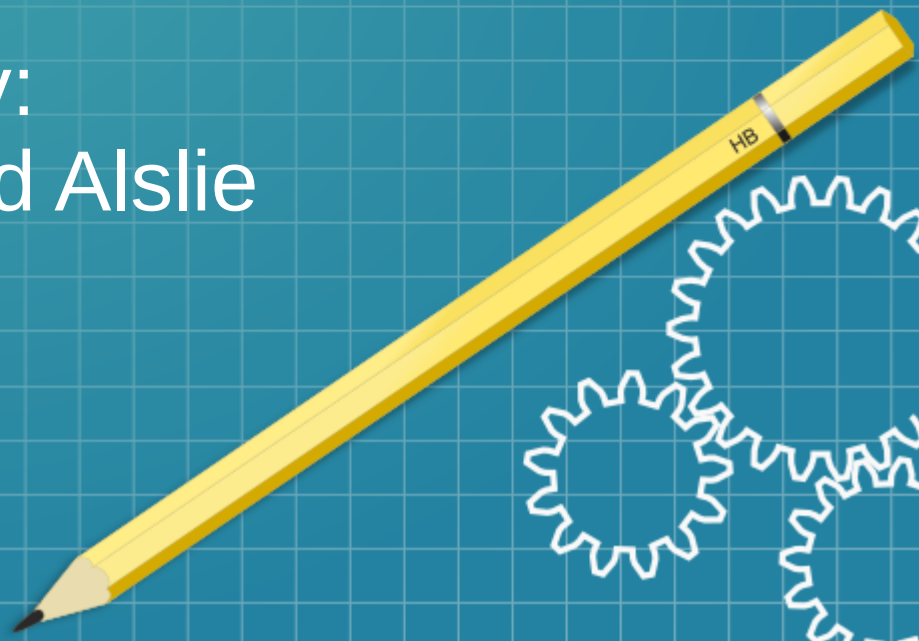
The infamous report! (how NOT to do it)

Made by:
Joakim Aalstad Alslie



The general report

- The part where most people “miss”!
- Tedious, annoying, painful, hard
- Time-consuming
- In the beginning: maybe even “useless”

The T.As!

- The templates are often bad
- The different T.As will tell you different things
- The assignment text tells you something else
- None agrees completely

- The grade may depend heavily on the T.A!
  (Some are very strict, some are not)

What to do?

- The hardest part is to know what to do
- T.As have some common opinions
- The easiest is to know what not to do

- Easies way to show it?
- Examples!

INF-1100: Innføring i programmering og datamaskiners virkemåte

Oppgave 1

Joakim Alslie

September 8 ,2017

BUT!

It could have been worse..

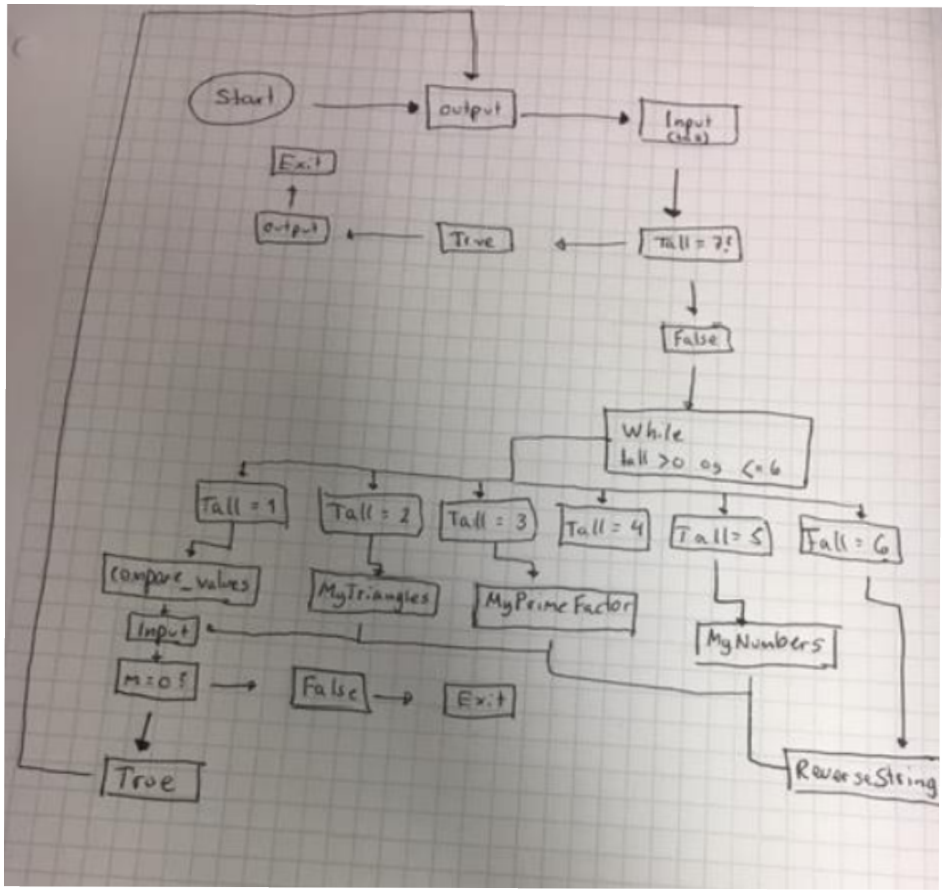
Way worse..

INF-1100: Innføring i programmering og datamaskinars verkemåte

Oppgåve 1

Joakim Alslie

September 8 ,2017


Start
output
Input
Exit
output
True
Tall = 7?
False
While
tall > 0 og < 6
Tall = 1
Tall = 2
Tall = 3
Tall = 4
Tall = 5
Tall = 6
compare_values
MyTriangles
MyPrimeFactor
MyNumbers
Input
m = 0?
False
Exit
True
ReverseString

nevne at et program aldri kan bli helt perfekt, at man stadig kan legge til ting for å forbedre det og at det er viktig å lese oppgaveteksten nøye. I tillegg har kunnskapsnivået økt kraftig i løpet av utviklingen, spesielt tatt i betraktning at jeg knapt hadde erfaring med programmering før prosjektet startet.

7 Referanser

[1] https://www.tutorialspoint.com/c_standard_library/c_function_strlen.htm (hentet 29.08.17)

[2] https://stackoverflow.com/questions/26437880/difference-between-scanfs-name-and-scanf-ncname (hentet 01.19.17)

7 References

[1] https://www.pygame.org/

[2] The structure of this algorithm was developed by Eirik Pettersen and Isak Østrem Hellemo.

Early-development: The early stage of the development consisted of creating an own file aside from the precode-file to start the developing. A main-function was created in the file, where most of the functions was made. A basic menu-loop and game-loop, with the difficulty setting and the classes for the objects in the game was made in the main-function. The difficulty was set by changing the sizes of the ball and platform, and the balls speed, depending on where on the screen the platform was located and freezes them when the game starts. In the loop for the game itself, the ball and the platform and given the ability to move, the platform depending on what key were pressed, the ball in a certain direction with a constant speed. A method which changes the direction of the ball when it hits a wall was created along with one which makes the platform unable to move outside the screen was made as a separate function. A method which moves the platform by key-press was also created. Quitting the game was also essential to save time during testing, so a last method for that was also made.

Mid-development: In the middle part of the

1.1 Requirements

- The game must be implemented in accordance with object-oriented design.
- The platform must be a controlled by the mouse or the keyboard.
- The ball must bounce in a different direction based on where on the platform it hits.
- A brick either disappears, or losses a life when a ball hits it. The brick should have a

INF-1400: Object-oriented programming

Assignment 3, report

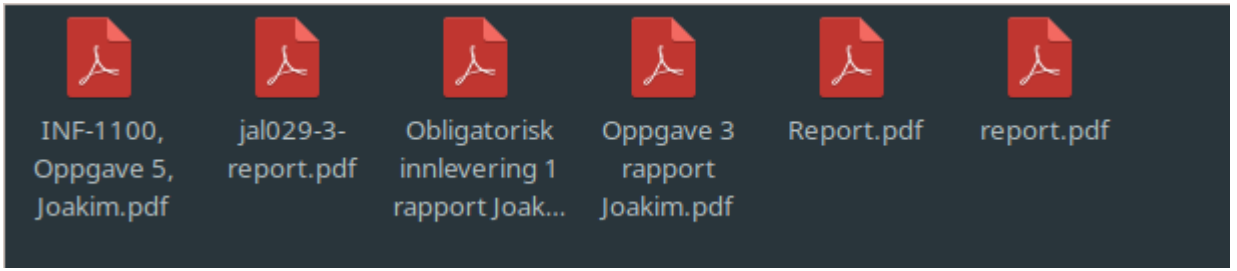
Joakim Alslie

April 20th, 2018

1 Introduction

This report is to give an accurate description on how to create a clone of the well-known game, Mayhem with the use of object-oriented programming and design.

Queue(down), function(right)	Create context:	Parse query:	Evaluate:	Calculate scores:	Sum:
"Computer"	0.000002	0.000002	0.000258	0.000715	0.000977
"computer AND math"	0.000002	0.000003	0.000313	0.000007	0.000325
"(computer AND math) ANDNOT class"	0.000003	0.000006	0.000634	0.000014	0.000657
"Programming OR"	0.000001	0.000003	0.000000	0.000000	0.000004
"AND data"	0.000002	0.000002	0.000000	0.000000	0.000004
"OR"	0.000002	0.000002	0.000000	0.000000	0.000004
((computer AND math) ANDNOT)	0.000002	0.000003	0.000000	0.000000	0.000005
'"((computer OR math) AND programming) ANDNOT cat"	0.000002	0.000005	0.001203	0.000367	0.001577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jal029-3-report.pdf
Obligatorisk innlevering 1 rapport Joak...
Oppgave 3 rapport Joakim.pdf
Report.pdf
report.pdf

INF-1101: Data structures and algorithms

Assignment 1

It's important to have good knowledge to the C programming language because of this.

The assignment is thereby completed with positive results.

Double linked list: There is one main difference differentiating double linked lists from the standard type, and that is that the nodes in the double linked list contains a pointer to the node behind the given node, compared to the single linked list which only contains nodes with pointers to the node in front.

I have chosen to do divide the different integers and declarations between each application, starting with the main and then continuing with each problem.

Det har latt seg merke igjennom utviklingsprosessen at oppgavene kunne blitt løst på forskjellige måter og underveis har flere forskjellige løsninger blitt presentert. Det var likevel

Motivasjonene har under utviklingsprosessen vært å få funksjonene til å fungere.

assignerte operatorene Int, Char, Void og Unsigned Int.

In this assignment a set ADT was implemented by using a merge algorithm - an algorithm is a set of instructions that is placed in sequence to solve a task. See **Figure 1**, a binary search three is an excellent way of exhibiting an algorithm. An example of this is the first given task: compare two integers and print out the one with the largest value. In this task the use of if and else statements can be explained by a binary search three. For instance, if contains an argument that will be executed if the statement is true. Else the opposite of this argument will be executed.

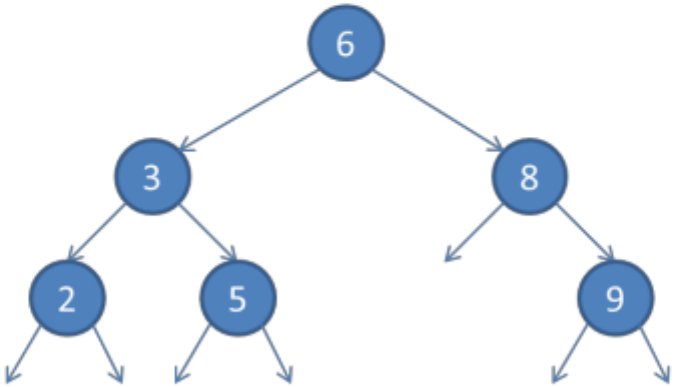

Figure 1: A binary search tree

So to conclude DON'T:

- Write a diary
- Refer to friends or T.As redundantly in your references
- Give your hand-in weird names
- Use Microsoft Word
- Use hand-drawn figures in your report
- Write in norwegian (neither of them)
- Use personal pronouns
- Express feelings and such
- Write extremely long reports

But instead DO:

- Read read the report page to page before handing in
- Use LaTeX
- Write short, technical and concise reports
  (with short and precise sentences)
- Use a figure tool (like Draw.io) to make your figures
- Write the reports in english
- Avoid personal pronouns

Thank you for your attention!