

Sample Template for Journal of Systems and Software

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Abstract

This a sample abstract for the Journal of Systems and Software. This journal is published by Elsevier. So, what is an abstract? An abstract is a concise, self-contained statement portraying a larger work. It might be a thesis, research paper, conference, dissertations, etc. The whole purpose of writing an abstract is for readers to understand and judge the relevance of the project. In that way, they may choose to proceed reading the journal (for example) or move forward to another one. All in all, an abstract for any journal should be neat, concise and to the point as it needs to create the best first impression for other researchers to advance and read the entire journal. ¹Here is the available metadata for Journal of Systems and Software. The impact factor for this journal is 2.039. The ISSN for this journal is 0164-1212. The acceptance rate for this journal is not provided. The frequency of publishing this journal is not provided. Is this an open access journal? yes. The citation style for this journal is elsarticle-num.

Keywords: Science, Journal Template, Journal Formats, Auto-formatting Journal Template

1. Introduction

The introduction to a journal is like the gates to a city. Table 1 It gives the first impression. [1–7] It states the motivation of the researcher

1. Firstly, the introduction should give a brief about what the topic is about for the readers who are less familiar with your topic.
2. Next, you should state the need of your research from the point of what the community already has and what it desires.
3. The third part should concentrate on what initiatives you took and what efforts you made to cater to the desires of the research community.
4. Finally, a preview of the paper should be provided to give your readers a glimpse of the structure.

¹A footnote is an additional piece of information placed at the bottom of the page. This is sample footnote about the introduction of this paper for this journal.

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The above is renowned methodology followed by thousands of researchers across the globe. [8] You should follow the same for Journal of Systems and Software. It's best if you can get a Journal of Systems and Software template. Besides the above, you can add figures, equations, etc. within this section. [8, 9] A sample figure would be something like the following

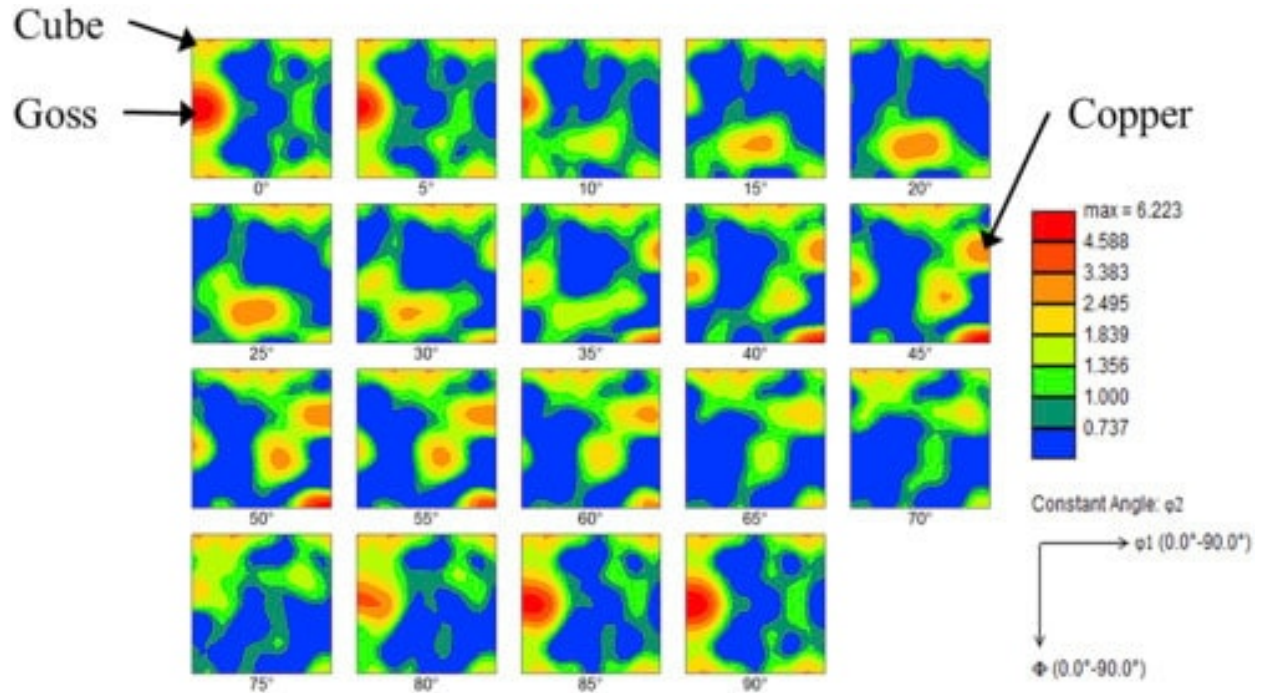


Figure 1: This is a sample figure.

You can also include equations wherever necessary. For your information, there are 2 types of equations used in writing a research paper irrespective of the journal you're writing for. They are:

- Inline equation.** An example could be as follows: $E = MC^2$
- Standalone equation.** An example could be as follows:

$$\left| \sum_{i=1}^n a_i b_i \right| \leq \left(\sum_{i=1}^n a_i^2 \right)^{1/2} \left(\sum_{i=1}^n b_i^2 \right)^{1/2}$$

2. Materials & Methods

The Materials & Methods section tells the reader how the experiments during the research was conducted and what tools did the researcher use for the same. [3, 4, 10, 11] This section is generally pretty boring to read. But, you can make it interesting by

- Talking about why you chose method 'X' to run your experiment as compared to the traditional method 'Y'.

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- Talking about the justifications you have for using a certain material for your study. For example, why did you use a *concave lens* to run the experiment?
- Did you find a new method to conduct a common experiment?
- Did you improve on an existing method to run your experiment more lucidly?

And other such things.

Generally, this section contains a lot of other elements besides the text. Things like tables, charts, equations, code snippets etc. Let's see one example from each of these elements.

The following is the example of a chart:

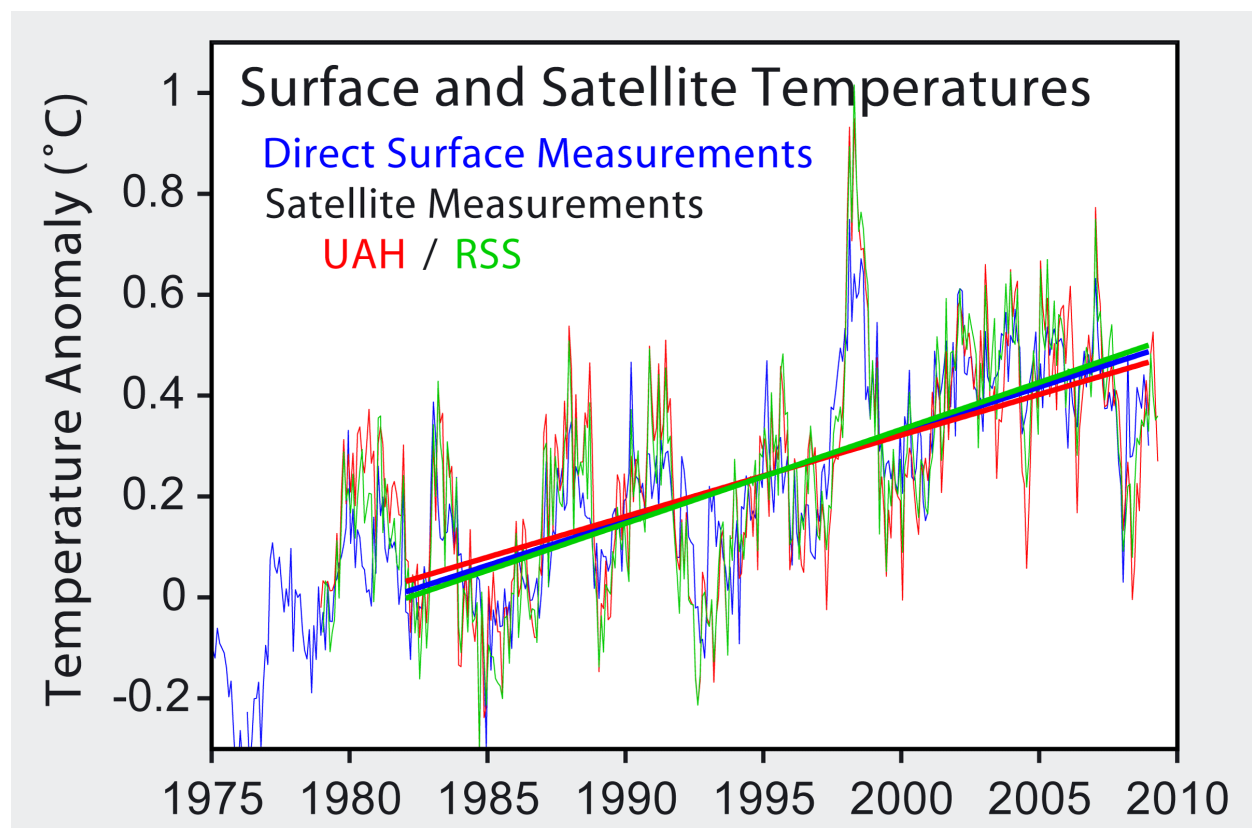


Chart 1: This is a sample chart.

Tables are useful in portraying information in an organized manner. It also helps the readers in letting them know that this information is important and one should pay extra attention to the same. Table 1

Many researchers also add code snippets wherever any coding is required. This allows the readers to understand the thought process behind the code written. [1, 2, 8, 11]

Table 1: This is a sample table with 5 rows (an extra for heading) and 3 columns.

Equation Name	Equation	Creator & Date of Creation
Pythagoras Theorem	$a^2 + b^2 = c^2$	Pythagoras, 530 BC
Logarithms	$\log xy = \log x + \log y$	John Napier, 1610
Law of Gravity	$F = \{G(m1.m2)/r^2\}$	Issac Newton, 1687
Euler's formula of Polyhedra	$V - E + F = 2$	Euler, 1751
2nd Law of Thermodynamics	$dS \geq 0$	L. Boltzman, 1874

```

1 #include <stdio.h>
2 #include <dos.h>
3 #include <stdlib.h>
4 #include <bios.h>
5 int main(void)
6 {
7 unsigned char buffer[512];clrscr();
8 printf("Insert a blank disk in the A: drive , then press any key
   .\n");
9 /*wait for keypress*/
10 getch();
11 if(abswrite(0,1,1,\&buffer) != 0)
12 printf("Cannot write to the A drive.\n");
13 else
14 printf("Drive A , Sector 1 written to\n");return 0;}

```

Code Snippet 1: This is a sample code snippet in Turbo C

Besides publishing a paper which can potentially fill a gap in the subject's community, communicating the paper the right manner is of utmost importance. Writing this section with care will help other researchers & scholars identify your uniqueness. [8, 9, 12] We shall a few abbreviations here to attach a sample Abbreviations section later in this journal. A few of examples of scientific abbreviations include **API**, **PRMC**, **COREC**, **NIBSC**.

Now, we'll talk about sub-headings. Sub-headings have 5 levels excluding the Heading. A researcher should keep in mind that these 5 levels indicate hierarchy. Hence, the information that's being provided should also follow that hierarchy.

2.1. Sample Sub-heading Level 1

This is a sample sub-heading level 1. You can use subheadings in your paper to segment your content for better presentation and understanding. Most journals prefer that you add sub-headings to organize your document. Sub-headings facilitate the skimming of documents. Most people will scan through your documents for a minute (s). Sub-headings help them identify the crucial areas.

2.1.1. Sample Sub-heading Level 2

This is a sample sub-heading level 2. Subheadings helps you in making the complex parts of your research paper uncomplicated. This is good convention to follow while writing any research paper. Sub-headings are comes in handy when one needs to expand the content. This means that when a slightly relevant topic comes along, it can be easily camouflaged into sub-heading. [12]

3. Results and Discussion

The results and discussion section focuses on the outcome of your experiments. This section should clearly state anything and everything a reader needs to know about the outcome (s) of your study. [12]

Keep in mind that you need not give a detailed explanation in a chronological order as to what your outcomes were. Generally, readers would be satisfied with the gist. A small population of them would go on to read the full explanation.²

Some journals may actually specify what goes into this section, or they specify how you should structure this section. You must adhere to that in order to avoid rejection. We advise you to procure a 100% compliant journal template for Journal of Systems and Software (in this case).

4. Conclusions

This is perhaps the trickiest section in a paper. A lot of researchers mistake it to be a summary of the point discussed above. This is not true.

The conclusion should first highlight the most important observation or result that got during or after the end of your study (s). This section should align with the need you mentioned in the **Introduction**.

It is advisable to end the Conclusion with your perspective — something in the lines of what can be or should be done more to address the issues in your paper. You must be particular while saying this — you should clearly tell whether you've firm plans to conduct that further research, your team is going to do it or you're inviting the readers to do it. [12]

An advice would be to get a fully compliant journal template, such as for Journal of Systems and Software from publisher, Elsevier.

²Keep this section short and sweet. No one likes an essay on your findings. It turns boring after a certain period of time.

5. List of abbreviations

The following are the list of abbreviations used in this paper:

1. API — Active Pharmaceutical Ingredient
2. PRMC — Protocol Review and Monitoring Committee
3. COREC — Central Office for Research Ethics Committees
4. NIBSC — National Institute for Biological Standards and Control.

Always use this section if you have used uncommon (usually) abbreviations. [1, 12] It is best to include all abbreviations that you have used to avoid any confusion and possibly rejection of your paper by the journal you intend to publish your paper in. Table 1

Acknowledgments

Any acknowledgment you make should be brief and precise. You need not acknowledge anyone and everyone who has been a part of your research. You should only mention those who have added real value. Also, it is a good practice to acknowledge the institution (s) who provided the grants for your research.

References

- [1] J. A. G. W. Blajer, K. Mariusz, The inverse simulation study of aircraft flight path reconstruction, *Transport XVII* (3) (2002) 103–107.
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- [12] B. Peter, The title of the work, Vol. 4, The name of the publisher, The address, 1993.

Author biography

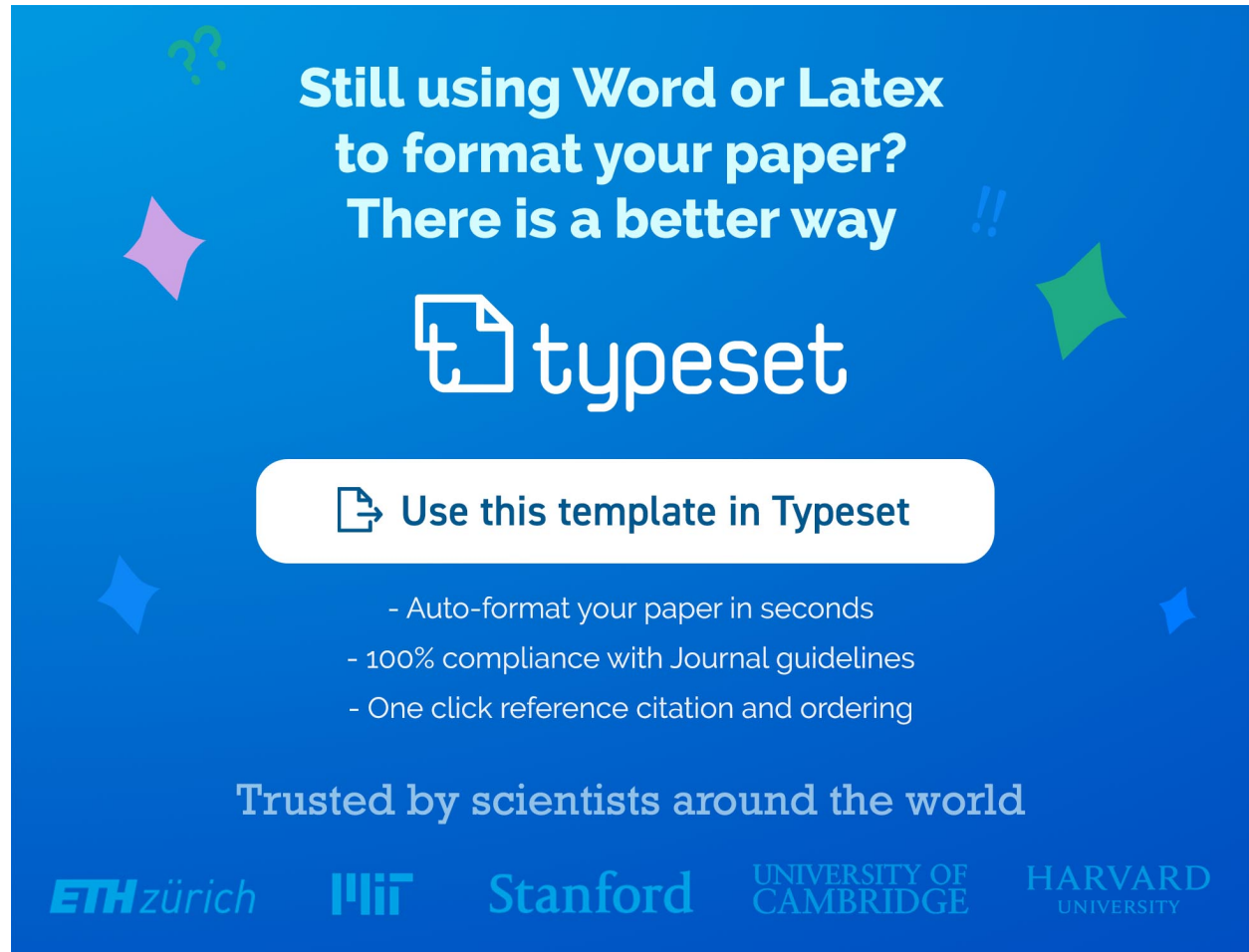
Albert Einstein Albert Einstein ForMemRS was a German-born theoretical physicist who developed the theory of relativity, one of the two pillars of modern physics. His work is also known for its influence on the philosophy of science.

Issac Newton Sir Isaac Newton PRS FRS was an English mathematician, astronomer, theologian, author and physicist who is widely recognised as one of the most influential scientists of all time, and a key figure in the scientific revolution.


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Nikola Tesla Nikola Tesla was a Serbian-American inventor, electrical engineer, mechanical engineer, physicist, and futurist who is best known for his contributions to the design of the modern alternating current electricity supply system.

Leonhard Euler Leonhard Euler was a Swiss mathematician, physicist, astronomer, logician and engineer, who made important and influential discoveries in many branches of mathematics.

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