Name of Project

Instructions for the template 1. Do not delete any of the words highlighted in yellow. Simply clear the highlighting formatting. 2. Delete all the instructions and tips – basically everything in this document will be erased or replaced by your own words unless it is highlighted in yellow.

**Team name: Feel free to be creative**

Name of the VM: 🡨 do not delete the text before this arrow

Password: 🡨 do not delete the text before this arrow

Team members names:

Name one | Describe role in project results

Name two | Describe role in project results

Name three (if needed) | Describe role in project results

# Description of Project: 2 – 3 Sentences

Here write a few (2-3) sentences describing the purpose of the program. You may be more specific later in the pseudocode or conclusion section of this report. You should write in complete sentences to describe the purpose.

# Pseudocode: This can be a picture, drawing, sketch, or digitally produced. For example, if you hand-wrote it on a sheet of paper, convert it into and image and paste it here. If you typed it in notepad, copy and paste it here.

A rough draft of how you plan to design your program should be included here. You can do this in pseudocode or flowchart format. The idea is to begin thinking about how you will formulate your program and how you will ensure you obtain the results the assignment is describing.

# Conclusion 1- 2 Paragraphs

Did the program behave the way you originally intended on the first try? If not, please identify and describe any challenges encountered, if there were several challenges, select just the most challenging part of the project. Examples could include coding and logical errors, difficulties encountered while writing the report, communication between team members, or other potential problems you now know to avoid not described here.

Describe in which ways the project could have improved? Do you feel as though you put forth your best efforts? Did your team function well as a group? If not, please share in which ways with the instructor, not in the conclusion of this report. Students who do not participate in group projects may submit a single submission that they created by themselves – it cannot be the same submission the group you are assigned to submitted if you did not participate in the group work.

# Lessons Learned

You are not confined to the following prompts, they are examples of the types of questions you might ponder while determining what your lessons learned were. Each team member can submit a separate “Lessons Learned” section to the dropbox in Canvas, or each student can paste a paragraph response in this document. Were you able to complete the project basically the first time through with little to no errors? Describe how you utilized the hints (if you needed to)? Describe which part of the project you learned the most from, what you learned, and how you feel it could benefit you someday in the future. Can you relate it to a potential career you may choose? How did completing this project contribute to your knowledge of how computing and OS (in general) behave? You may also add general take-aways about the assignment itself, if you would like. You may consider addressing: do you feel the assignment was about the appropriate breadth and depth you would expect from a higher level CS course?