

⟨Dissertation Title⟩

⟨Student Name⟩

MSc ⟨EngD⟩ in ⟨Programme⟩
The University of Bath
⟨Academic Year⟩

This dissertation may be made available for consultation within the University Library and may be photocopied or lent to other libraries for the purposes of consultation.

⟨Dissertation Title⟩

Submitted by: ⟨Student Name⟩

Copyright

Attention is drawn to the fact that copyright of this dissertation rests with its author. The Intellectual Property Rights of the products produced as part of the project belong to the author unless otherwise specified below, in accordance with the University of Bath's policy on intellectual property (see https://www.bath.ac.uk/publications/university-ordinances/attachments/Ordinances_1_October_2020.pdf).

This copy of the dissertation has been supplied on condition that anyone who consults it is understood to recognise that its copyright rests with its author and that no quotation from the dissertation and no information derived from it may be published without the prior written consent of the author.

Declaration

This dissertation is submitted to the University of Bath in accordance with the requirements of the degree of Master of Science in the Department of Computer Science. No portion of the work in this dissertation has been submitted in support of an application for any other degree or qualification of this or any other university or institution of learning. Except where specifically acknowledged, it is the work of the author.

Abstract

⟨The abstract should appear here. An abstract is a short paragraph describing the aims of the project, what was achieved and what contributions it has made.⟩

Contents

1	Introduction	1
1.1	Example Section	1
1.1.1	Example Subsection	1
1.2	Short Section Title	1
1.3	Example Lists	1
1.3.1	Enumerated	1
1.3.2	Itemised	2
1.3.3	Description	2
2	Literature and Technology Survey	3
3	Requirements	4
4	Design	5
5	Implementation and Testing	6
6	Results	7
7	Conclusions	8
	Bibliography	9
A	Design Diagrams	10
B	User Documentation	11
C	Raw Results Output	12
D	Code	13
D.1	File: yourCodeFile.java	14

List of Figures

List of Tables

1.1	An example table	1
-----	----------------------------	---

Acknowledgements

Add any acknowledgements here.

Chapter 1

Introduction

This is the introductory chapter.

1.1 Example Section

Like all chapters, it will have a number of sections ...

1.1.1 Example Subsection

... and subsections ...

Example Sub-subsection

... and sub-subsections.

1.2 Another Section With a Long Title and Whose Title Is Abbreviated in the Table of Contents

Table 1.1: An example table

Items	Values
Item 1	Value 1
Item 2	Value 2

Another section, just for good measure. You can reference a table, figure or equation using `\ref`, just like this reference to Table 1.1.

1.3 Example Lists

1.3.1 Enumerated

1. Example enumerated list:

- a nested enumerated list item;
- and another one.

2. Second item in the list.

1.3.2 Itemised

- Example itemised list.
 - A nested itemised list item.
- Second item in the list.

1.3.3 Description

Item 1 First item in the list.

Item 2 Second item in the list.

Chapter 2

Literature and Technology Survey

This is the chapter for your Literature and Technology Survey.

You will wish to cite authors like (Brünnler, 2003) or (Straßburger, 2017). Alternate commands are used to cite Brünnler (2003) as a noun, or add text to the citation, (e.g., Straßburger, 2017).

Chapter 3

Requirements

If you are doing a primarily software development project, this is the chapter in which you review the requirements decisions and critique the requirements process.

Chapter 4

Design

This is the chapter in which you review your design decisions at various levels and critique the design process.

Chapter 5

Implementation and Testing

This is the chapter in which you review the implementation and testing decisions and issues, and critique these processes.

Code can be output inline using `\lstinline|some code|`. For example, this code is inline: `public static int example = 0;` (we have used the character `|` as a delimiter, but any non-reserved character not in the code text can be used.)

Code snippets can be output using the `\begin{lstlisting} ... \end{lstlisting}` environment with the code given in the environment. For example, consider listing 5.1, below.

Listing 5.1: Example code

```
public static void main() {  
  
    System.out.println("Hello World");  
  
}
```

Code listings are produced using the package ‘listings’. This has many useful options, so have a look at the package documentation for further ideas.

Chapter 6

Results

This is the chapter in which you review the outcomes, and critique the outcomes process. You may include user evaluation here too.

Chapter 7

Conclusions

This is the chapter in which you review the major achievements in the light of your original objectives, critique the process, critique your own learning and identify possible future work.

Bibliography

- Brünnler, K., 2003. Atomic cut elimination for classical logic [Online]. In: M. Baaz and J.A. Makowsky, eds. *Computer science logic (csl)*. Springer, *Lecture Notes in Computer Science*, vol. 2803, pp.86–97. Available from: https://doi.org/10.1007/978-3-540-45220-1_9.
- Straßburger, L., 2017. Combinatorial flows and their normalisation [Online]. In: D. Miller, ed. *2nd international conference on formal structures for computation and deduction (fscd)*. Schloss Dagstuhl–Leibniz-Zentrum für Informatik, *Leibniz International Proceedings in Informatics (LIPIcs)*, vol. 84, pp.31:1–17. Available from: <https://doi.org/10.4230/LIPIcs.FSCD.2017.31>.

Appendix A

Design Diagrams

Appendix B

User Documentation

Appendix C

Raw Results Output

Appendix D

Code

D.1 File: yourCodeFile.java

```
// This is an example java code file , just for illustration  
purposes  
public static void main() {
```

```
    System.out.print ("Hello World");  
}
```