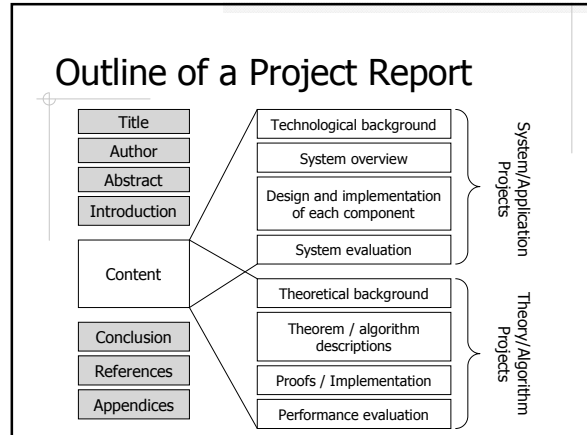


CS491B Software Design Lab  
Writing Project Report

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### What is a Project Report?

- ◆ Project report != documentation
- ◆ A project report should tell
  - What is your project?
  - Why did you choose the project?
  - How did you conduct the project?
  - What are the results/products/lessons of the project?
- ◆ A way to evaluate your technical writing skills

### Title

- ◆ Don't be too generic

### Abstract

- ◆ Tell the whole story in 100 to 200 words
- ◆ A good abstract
  - Let people know you've done good work
  - Make people want to read more

### Introduction Section

- ◆ A more elaborated version of the abstract
- ◆ Focuses on
  - Motivation
  - Project highlights

## Technological Background

- ◆ Introduce the technologies/tools/platforms you used to build your project
  - Be clear about the connections between the pieces
- ◆ Assume your readers are students who just took CS202
  - E.g. how do you describe a J2EE project??

## System Overview

- ◆ The *Big Picture* of your project
- ◆ Descriptions of the interaction between different components, overall work flow etc.

## Design and Implementation ...

- ◆ Design (or feature design), is how things should be
  - E.g. The system support several types of users ...
- ◆ Implementation is how things are done
  - E.g. Each user type is implemented as a subclass of a User class ..

## ... Design and Implementation

- ◆ Writing about design and implementation is not easy
  - Choose the right *level of details*
- ◆ Topics that are usually interesting and/or important
  - Performance
  - Security
  - Improvement of user experience
- ◆ Insights, insights, insights

## System Evaluation

- ◆ Results produced
- ◆ Comparison with other systems
- ◆ Load testing

## Conclusion Section

- ◆ Reiterate your achievements
- ◆ Emphasize lessons learned and insights gained

## Appendices

- ◆ API documentation
- ◆ Database schema
- ◆ User manual
- ◆ Source code
- ◆ ...

## Some Technical Writing Do's and Don'ts

- ◆ Use formal language
- ◆ Use diagrams and figures
- ◆ Use tables
- ◆ Don't overuse pictures and screenshots
- ◆ Don't overuse bullets
- ◆ Don't overuse passive voice
- ◆ Use "We" instead of "I"

## Past CS491 Reports

- ◆ All CS491 project reports are available at <http://sun.calstatela.edu/~abet/cs491/index.html>
- ◆ Some good reports
  - Matthew's *ProgFest 2005 Platform*
  - Chris's *Deep Space 2*
  - Andrew's *CodeSimian*
  - Cheralyn's *Cupboard 2.0*
  - Christopher's *LemGen*
  - Kelly's *Content-based Image Organization*