My BTech Project

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Abstract

This is the abstract of the report. Make it short and sweet.

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Acknowledgements

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Chapter 1

Introduction

The BTech (IT) degree is a four year Honours degree, with selection of courses mainly from Computer Science and Information Systems. In the final year, the students do a year-long project 8-10 hours a week. The project is compulsory, and carries the weight of two taught University courses.

1.1 The Project

A project, in general, is expected to design and implement a solution to some fairly specific problem. The problem should be challenging enough to be interesting and motivating; it should also be large enough to guarantee 8–10 hours of work per week. If the project demands more than 8–10 hours of work per week, the project can be carried out by a team of two or more students, depending on the size of the project. In the case of such group projects, each team member should be able to demonstrate his/her specific contribution to the project.

Let us end this chapter with a picture (Figure 1.1) now.

Figure 1.1: The University Logo

Chapter 2

Second Stuff

This is chapter two. Nothing much is in here.

2.1 Introducion

In [Cof76], Coffman said "Foobar".

A	1	a
B	2	b
C	3	&

Table 2.1: This is my next table

```
int
main()
{
    cout ≪ "hello" ≪ endl;          // just print hello
    return 0;
}
```

Figure 2.1: This is a sample code fragment

```
class Pentium {
protected:
    bool readOnly;
public:
    Pentium();
    virtual ~Pentium();
};
```

Figure 2.2: This is another sample code fragment

Appendix A

My little appendix

```
int
main()
{
    cout ≪ "hello" ≪ endl;                    // just print hello
    return 0;
}
```

Bibliography

[Cof76] E G Coffman, editor. *Computer and Job Shop Scheduling Theory.*
John Wiley and Sons, 1976.