Programming assignments must be accompanied by a typed report. The purpose of this requirement is to give you practice in describing your work and to enable the reader to understand better what you have done. The report should be written as a technical report, i.e. avoid using first person formulations. The report must contain the following sections.

Name of person submitting, class, assignment title or number, due date.

1 Problem Specification

Briefly describe the problem to be solved or the task to be addressed. Indicate clearly and completely what the input(s) and outputs are intended to be.

2 Program Description

In this section talk about your program. You do not have to describe the specifics as if you were commenting line by line, but you should give an overall walkthrough to show how the program works. What are the major ideas behind your program? What is the algorithm behind your program? (In other words, describe the steps you had to work through to solve the problem or address the task.)

3 Results and Evaluation

Referring if appropriate to sample inputs and outputs, indicate the results. Does the program give you correct results? How do you know? Did you test it? What are some bugs, limitations, inefficiencies that you would fix given more time or at a later date?

4 Appendices

4.1 Program Listing with Comments

Include a copy of your source code with appropriate comments. For example, functions should be commented explicitly describing the inputs and outputs. Classes should be commented explaining what they do/represent. Also, comment anything clever or not immediately understood that you did to allow ease in reading the source code. Poorly commented code will be graded accordingly.

4.2 Sample Inputs with Outputs

This should be presented (with annotations, as necessary) so that one can clearly and easily see the relationship between inputs and outputs. There should be enough sample inputs to show the range of features that can be handled.

4.3 Other Material as Required or Assigned