Report ICOM 4215: Computer Architecture and Organization
Fall 2010
Project I

Please include in the report the following elements:

	Points
1. Title page containing university, department, title, names, date	5
2. Summary or abstract: A brief description of the project, including what will be simulated, the approach taken to work on the simulation, and outcomes.	10
3. Introduction: background information. Contains description of the system, instruction set, and all assumptions	10
4. Design: What is the software architecture created to design your simulator? What where the criteria used for the design? How the simulator works? Describe its components.	25
5. Method: How you and your partner divided the tasks? How did you test the simulator? Did you make any changes due to unexpected outcomes?	10
6. Results and Discussion: Show a diagram of the GUI design. Comment about how to use the system, what were some constraints. What did you learn?	10
7. Conclusion: Summarize results. How would you improve the simulator? What would you add or delete?	5
8. References: references used to back up the work (use them within the text)	5
9. Appendices: Code, additional information required not suitable for the body of the report.	5
10. Professional appearance and organization	5
11. Grammar and composition	5
12. Language and vocabulary	5

Length: no more than 10 pages.

Project Report is 50% of your grade for project 1. Project Happy Hour is the other 50% of your grade.

Happy Hour evaluation:
Aspect of the project where the student spent most of the time: _____
1. Her/his part is a significant effort contribution to the whole project. (30%)
2. Comments and documentation of his/her part. (20%)
3. Understands the project in general. Knowledge and experience on the topic related to his/her part. Management of questions. (30%)
4. Her/his part has been completed. (20%)