

Report ICOM 4215: Computer Architecture and Organization
Spring 2011
Project I

The report should have:

- Title page containing university, department, title, names, date
- Summary or abstract: A brief description of the project, including what will be simulated, the approach taken to work on the simulation, and outcomes.
- Introduction: background information. Contains description of the system, instruction set, and all assumptions used in your design. The introduction must set the stage for the reader to understand the project.
- Simulator 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. Any kind of diagram to show how you have designed the software is appropriate. Some students have only used flowcharts, but others use class diagrams, component diagrams, use case diagrams, state machine diagrams, sequence diagrams, and others. Use the appropriate documentation to understand your design.
- Method: How you and your partners divided the tasks? How did you test the simulator? Did you use unit testing? Did you make any changes due to unexpected outcomes?
- Results and Discussion: Show a diagram of the GUI design. Use printscreen. Comment about how to use the system, what were some constraints. What did you learn?
- Conclusion: Summarize results. How would you improve the simulator? What would you add or delete?
- References: references used to back up the work (use them within the text). References must be complete.
- Appendices: Code and any additional information required not suitable for the body of the report.

Grading sheet:

	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.	10

Comment about how to use the system, what were some constraints. What did you learn?	
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 of the body of the report: no more than 15 pages (I stop grading at page 15).

Happy Hour evaluation:

All the parts of the simulator work: _____ Yes _____ No

If the answer is no, stop. The happy hour evaluation grade is zero (0). Otherwise, use the following criteria:

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%)

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