

# **The Title of the Thesis**

by

**Ich Bin Hamburger**

A Thesis Submitted  
in  
Partial Fulfillment of the  
Requirements for the Degree of  
Master of Science  
in  
Computer Science

Supervised by

Dr. Felix Frankfurter

Department of Computer Science

B. Thomas Golisano College of Computing and Information Sciences  
Rochester Institute of Technology  
Rochester, New York

Month Year

The thesis “The Title of the Thesis” by Ich Bin Hamburger has been examined and approved by the following Examination Committee:

---

Dr. Felix Frankfurter  
Assistant Professor  
Thesis Committee Chair

---

Dr. Learned Hand  
Associate Professor

---

Dr. Earl Warren  
Professor

# Dedication

To whoever...

# Acknowledgments

I am grateful for ...

# **Abstract**

**The Title of the  
Thesis**

**Ich Bin Hamburger**

**Supervising Professor: Dr. Felix Frankfurter**

This should be a short description of the work and the results: a paragraph or two summarizing your project. Note that abstracts are meant to be read independently from the rest of the project report so you cannot cite your paper or other papers in it. It would be useful to examine other abstracts in the papers you have read to understand what an abstract really is.

# Contents

<b>Dedication</b> . . . . .	<b>iii</b>
<b>Acknowledgments</b> . . . . .	<b>iv</b>
<b>Abstract</b> . . . . .	<b>v</b>
<b>1 Introduction</b> . . . . .	<b>1</b>
<b>2 Design</b> . . . . .	<b>3</b>
<b>3 Implementation</b> . . . . .	<b>4</b>
<b>4 Analysis</b> . . . . .	<b>5</b>
<b>5 Conclusions</b> . . . . .	<b>6</b>
5.1 Current Status . . . . .	6
5.2 Future Work . . . . .	6
5.3 Lessons Learned . . . . .	6
<b>Bibliography</b> . . . . .	<b>7</b>
<b>A UML Diagrams</b> . . . . .	<b>8</b>
<b>B Code Listing</b> . . . . .	<b>9</b>
<b>C User Manual</b> . . . . .	<b>10</b>

# List of Tables

1.1	The Dog Table is Below . . . . .	1
-----	----------------------------------	---

# List of Figures

1.1	The CS Logo is Above . . . . .	2
-----	--------------------------------	---

# Chapter 1

## Introduction

- Background: should be sufficient for the reader understand the rest of the report, but perhaps not too long to put the reader to sleep.
- Basic problem definition and motivation
- Approaches used to solve the problem (related work)
- Hypothesis: what you think the problem is and how your solution approach will address the problem
- Roadmap: how the rest of your report is laid out

And yes, this is how you cite a book by Silberschatz [5] or a paper by Dumont [2].

And here are examples of how to include figures and tables in the text. Please note that the captions go below for figures and above for tables.

Table 1.1: The Dog Table is Below

tag	breed	age
13	Fido	2
14	Fifi	4

For both tables and figures, the optional argument controls placement as shown:

- h is Here, i.e., the position in the text where the table environment appears.
- t is Top, i.e., the top of a text page.



Figure 1.1: The CS Logo is Above

- b is Bottom, i.e., at the bottom of a text page.
- p is Page of floats, i.e., on a separate float page, which is a page containing no text, only floats.

Anyway, you can find some easy tutorials on  $\text{\LaTeX}$ .

# Chapter 2

## Design

- How you designed your solution
- Rationale for decisions
- Compare and contrast design with other approaches (related work)

# Chapter 3

## Implementation

(Note: this chapter may be merged with Chapter 2 to have a combined Design and Implementation chapter, if more appropriate.)

- Software details (use as many section as needed for class design, database tables, middleware, etc.)
- Make sure you present and comment on any interesting issues about your implementation that you are proud of or unhappy with
- Skip code listing and specific UML diagrams, etc. to an appendix

# Chapter 4

## Analysis

- How did you analyze your hypothesis? Experiments, what did you think were worth measuring, etc.
- Based on your measurements and qualitative analyses, how well did your approach work out?
- Use graphs, tables, and other diagrams to illustrate your analyses.
- Based on your analyses, how well does your implementation or approach match your hypothesis?
- What do you deduce from this effort? How would you change or tweak your hypothesis?

# **Chapter 5**

## **Conclusions**

The conclusions chapter usually includes the following sections.

### **5.1 Current Status**

### **5.2 Future Work**

### **5.3 Lessons Learned**

Since I need to illustrate several items in the bibliography, I'll do a cite for these references [1, 2, 3, 4, 5].

# Bibliography

- [1] Jessica Bayliss, Rajendra K. Raj, and Jamie Cromack. Using and assessing games and robotics to teach introductory computing concepts. In *SIGCSE '08 Workshop*, New York, NY, USA, 2008. ACM.
- [2] M. Dumont, I. Tewksbury, J. Bayliss, and R. Raj. Games or robots? restoring excitement to introductory computing. In *Robotics: Science and Systems Workshop on Research in Robots for Education*, Atlanta, GA, 2007.
- [3] Ramez Elmasri and Shamkant B. Navathe. *Fundamentals of Database Systems (5th Edition)*. Addison-Wesley Longman Publishing Co., Inc., Boston, MA, USA, 2006.
- [4] Barbara Ericson, Mark Guzdial, and Maureen Biggers. Improving secondary cs education: progress and problems. *SIGCSE Bull.*, 39(1):298–301, 2007.
- [5] Abraham Silberschatz, Henry Korth, and S. Sudarshan. *Database Systems Concepts, 5th Ed.*,. McGraw Hill College Division, 2005.

# **Appendix A**

## **UML Diagrams**

This is an optional appendix and can be eliminated if you don't have anything to share here.

# **Appendix B**

## **Code Listing**

This is an optional appendix and can be eliminated if you don't have anything to share here.

# **Appendix C**

## **User Manual**

This is an optional appendix and can be eliminated if you don't have anything to share here.