

# My Fake Bachelor's Thesis With a Long Title Over Three Lines

Proposal for a Bachelor's Thesis

John Q. Pregraduate

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KIEL UNIVERSITY  
DEPARTMENT OF COMPUTER SCIENCE  
SOFTWARE ENGINEERING GROUP

Advised by: Prof. Dr. Wilhelm Hasselbring  
additional advisor



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# Introduction

This is my introduction. Shaw [2003] wrote a paper with hints on how to write good software engineering research papers. By the way, this was an example for using the *natbib* command `\citet{}`. Chapter 3 presents everything one must know. The schedule follow in Chapter 6. *AspectJ* is tool to weave cross-cutting concerns into Java programs [AspectJ]. By the way, this was an example for using the *natbib* command `\citep{}`. We will now demonstrate how to use figures (see Figure 1.1).

You should use diagrams, graphics, tables etc. to explain your topics. Further hints on writing a thesis can be found at <http://se.informatik.uni-kiel.de/research/scientific-work/> and <http://www.twenzel.de/>.

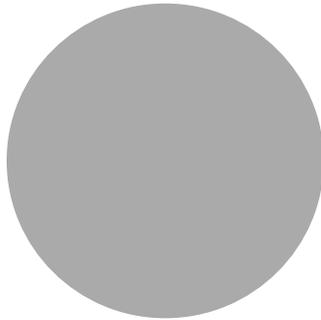
## 1.1 Motivation

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 1.2 Document Structure

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 1. Introduction



**Figure 1.1.** A circle

## Chapter 2

# Goals

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# Foundations and Technologies

## 3.1 Research Topic or Technology 1

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## 3.2 Research Topic or Technology 2

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 3.3 Research Topic or Technology m

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.



# Envisioned Approach

## 4.1 Envisioned Approach Subsection 1

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 4.2 Envisioned Approach Subsection 2

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 4.3 Envisioned Approach Subsection n

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.



# Organization and Development

- ▷ Organization
  - ▷ Duration of the thesis
  - ▷ Student
  - ▷ Advisor
  - ▷ Activity
- ▷ Development
  - ▷ Hardware
  - ▷ Software
  - ▷ Systems / Platforms
  - ▷ Development Environments
  - ▷ Tools



## Chapter 6

# Schedule

A first schedule, like a table or a gantt-chart.



# Bibliography

[AspectJ] AspectJ language extension. Eclipse Foundation. URL: <http://www.eclipse.org/aspectj/>.  
(Cited on page 1)

[Shaw 2003] M. Shaw. Writing good software engineering research papers: minitutorial. In: *Proceedings of the 25th International Conference on Software Engineering (ICSE 2003)*. IEEE Computer Society, May 2003, pages 726–736. (Cited on page 1)