

Users's Manual for  
Name of Package

your name  
your location

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Note that this is a draft version and not the final version for publication.

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# Chapter 1

## Introduction

Place some introductory text here giving a brief description of the project.

## Chapter 2

# How to Obtain

This collections is currently available on [location where project can be found](#).  
[Any other ways of obtaining the project?](#)

### 2.1 Dependencies

[If known, give pointers to where the dependencies can be found.](#)

#### 2.1.1 Ada Libraries

[For embedded application, it might be useful to know which Ada packages are used](#)

#### 2.1.2 Other Libraries

[You may wish to list only external packages or all packages that are used](#)

## Chapter 3

# Usage Instructions

This chapter contains the high level usage instructions for the project. If it is a library, what needs to be done to use it from another project. If it is an application, how to build and run the application.

## Chapter 4

# API Description

If the project does not have a public API, this chapter can be omitted. Otherwise include an API description here. This would include packages, data types, routines to call, how to instantiate generics, and anything else that would be valuable to someone using the project.



## Chapter 5

# User Interface

If there is no user interface, this chapter can be omitted. Otherwise, if the project has a user interface, put instructions in this chapter.

## Chapter 6

# Other Stuff

If there is anything else that should be added, additional chapters may be added as needed.

# Bibliography

- [1] J.G.P. Barnes. *Programming in Ada plus Language Reference Manual*. Addison-Wesley Publishing Company, 1991.
- [2] John Barnes. *Programming in Ada 2012*. Cambridge University Press, 2014.
- [3] John Barnes. *Programming in Ada 2022*. Cambridge University Press, 2024.

This section can be omitted, if you have no bibliography.