# My Book

***Release 1.0***

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# FRONT MATTER

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CHAPTER

ONE

# MY TECHNICAL BOOK

## 1.1 A Practical Guide to Building Things

**Author:** Your Name
**Version:** 1.0

Welcome to this technical book. This page serves as the cover.

CHAPTER

TWO

# CHAPTER 1 — FOUNDATIONS

This chapter introduces core concepts used throughout the book.

## 2.1 Key term: Widget Architecture

A **widget** is a modular unit with a stable interface.

See the implementation details in *Chapter 2 — Implementation*.

CHAPTER

THREE

# CHAPTER 2 — IMPLEMENTATION

In *Key term: Widget Architecture*, we defined widget architecture.

## 3.1 A minimal example

```
class Widget:
    def __init__(self, name: str):
        self.name = name

    def run(self) -> str:
        return f"Widget {self.name} running"
```

CHAPTER

FOUR

# REFERENCES

## 4.1 Documentation

- Python standard library
- Sphinx documentation

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