TITLE TITLE

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Abstract

Acknowledgements

First and foremost, I would like to thank ...

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Chapter 1

Introduction

Chapter 2

Background

In this chapter, we will present some of the knowledge that our research is built upon. This theory is important to know in order understand the following chapters. ...

< The following sections and subsections are just examples of how to structure the background >

2.1 Model Driven Software Engineering

2.1.1 Modeling languages

2.2 Machine Learning

2.2.1 Supervised Learning

2.2.2 Unsupervised Learning

2.2.3 Reinforcement Learning

Q-learnng

Chapter 3

Design and Implementation

In this chapter the implementation of the algorithm will be explained. ...

3.1 Demonstration

3.2 Development method

3.3 Code structure

Chapter 4

Use cases

Chapter 5

Analysis and Assessment

Chapter 6

Discussion

Chapter 7

Related Work

Chapter 8

Conclusion

Chapter 9

Further Work

Appendix A

Source code

The source code for the plug-in is available at this URL: `https://github.com/....`

The source code for the underlying ...: `https://github.com/....`