TITLE TITLE

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Abstract

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First and foremost, I would like to thank \dots

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Introduction

- 1.1 Context and Approach
- 1.2 Problem Description
- 1.3 Methodology
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- 1.5 Outline

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

Design and Implementation

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

- 3.1 Demonstration
- 3.2 Development method
- 3.3 Code structure

Use cases

Analysis and Assessment

Discussion

Related Work

Conclusion

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/...