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GDToolkit

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8.1 Introduction

Here it goes the intro (motivations, goals, and history)

8.2 Features of the Library

The main functionalities of the library and its architectural principles.

8.2.1 Project Principles
8.2.2 Classes Hierarchy
8.2.3 Constraints Management

8.3 Using the Library

Several examples about how to use the library: codes and their outputs.

8.4 Applications Based on GDToolkit

Short description of some real-life applications based on GDToolkit. Possible connections with Chapters 29 and 31.