

```
1 -----  
2 --  
3 --          Copyright (C) 2010, AdaCore          --  
4 --  
5 -----  
6  
7 with Ada.Real_Time; use Ada.Real_Time;  
8  
9 package System_Configuration is  
10  
11     Release_Time : constant Time := Clock + Milliseconds (2_000);  
12  
13 end System_Configuration;  
14
```