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(3) Software, data and documentation that is currently licensed under these terms includes the following.

<i>sbin</i>	<i>/bin/sh Bourne</i> shell scripts for developers.
<i>doc</i>	Documentation for use of software regardless of their specific source or binary code licensing terms.
<i>examples</i>	Examples demonstrating use of software regardless of their specific source or binary code licensing terms.
<i>aflr2_api</i>	Advancing-front/local-reconnection unstructured 2D grid generation system API for system integration (original version).
<i>bsurf2</i>	2D boundary edge grid generation library.
<i>sgr_api</i>	Unstructured 3D surface grid reduction system API for system integration.
<i>xplt2</i>	X-Window display system for 2D unstructured grids.
<i>xplt2_null</i>	Library with dummy routine to replace X-window display driver routine.
<i>XW</i>	X-Window graphics routine library.
<i>ug</i>	Unstructured grid general purpose routine library.
<i>ug2</i>	2D unstructured grid general purpose routine library.
<i>ug3</i>	3D unstructured grid general purpose routine library.
<i>ug_cpp</i>	C++ unstructured grid general purpose routine library.
<i>ug_gq</i>	Unstructured grid quality measure library.
<i>ug_io</i>	Unstructured grid input/output routine library and associated <i>ugc</i> executable code.
<i>ug_sd</i>	Unstructured grid surface discontinuity routine library.