

For office use only

F1

F2

F3

F4

The L<sup>A</sup>T<sub>E</sub>X Template for MCM Version v6.2.1

Several spaces equal one. Front spaces are ignored. Several spaces  
equal one. Front spaces are ignored. Several spaces equal one. Front  
spaces are ignored. Several spaces equal one. Front spaces are ig-  
nored. Several spaces equal one. Front spaces are ignored. Several  
spaces equal one. Front spaces are ignored. Several spaces equal one.  
Front spaces are ignored. Several spaces equal one. Front spaces are  
ignored.

**Keywords:** keyword1; keyword2

# Contents

<b>1</b>	<b>Introduction</b>	<b>2</b>
1.1	Background . . . . .	2
1.2	Restatement of the problem . . . . .	2
1.3	Literature review . . . . .	2
<b>2</b>	<b>Analysis of Overall and Key Points</b>	<b>2</b>
<b>3</b>	<b>Assumptions and Justification</b>	<b>2</b>
<b>4</b>	<b>Symbols and Definitions</b>	<b>2</b>
<b>5</b>	<b>Models</b>	<b>3</b>
<b>6</b>	<b>Strengths and weaknesses</b>	<b>4</b>
6.1	Strengths . . . . .	4
6.2	weaknesses . . . . .	4
<b>7</b>	<b>Conclusions</b>	<b>4</b>
<b>8</b>	<b>Future Improvements</b>	<b>4</b>
	<b>Appendices</b>	<b>5</b>
	<b>Appendix A First appendix</b>	<b>5</b>
	<b>Appendix B Second appendix</b>	<b>5</b>

# 1 Introduction

## 1.1 Background

## 1.2 Restatement of the problem

## 1.3 Literature review

# 2 Analysis of Overall and Key Points

$$a^2 + b^2 = c^2 \quad (1)$$

# 3 Assumptions and Justification

- 1) A nest item.
  - 2) A nest item.
- An item.
    - A nested item.
    - + A plus item.
    - Another item.
  - Go back to upper level.

# 4 Symbols and Definitions

In the section, we use some symbols for constructing the model as follows:

Table 1: Symbols and Definitions

Symbol	Denition	Unit
i	the ith dam in a series of small dams	m/s
i	the ith dam in a series of small dams	m/s
i	the ith dam in a series of small dams	m/s

5 Models

Multiple references are introduced.[1–3]



Figure 1: the figure

Refer to the test for Figure 1

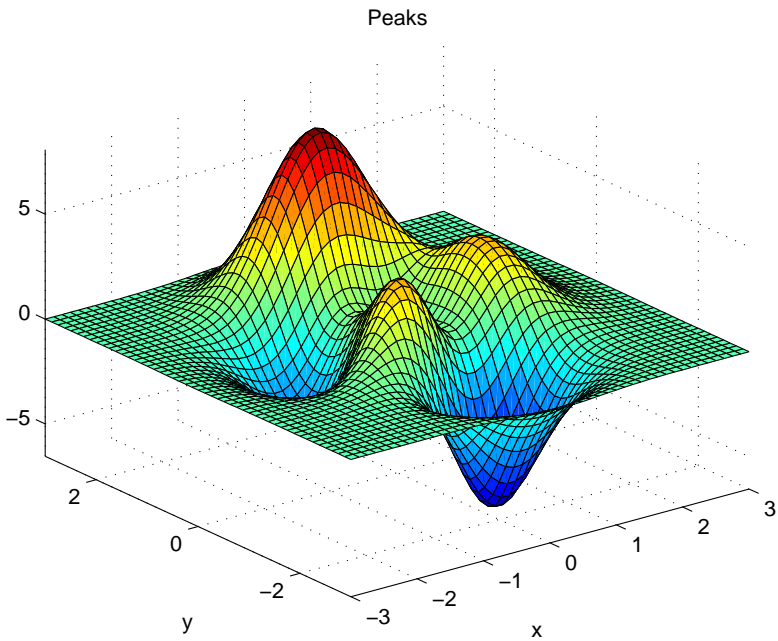


Figure 2: aa

$$a^2$$

(2)

about this eqref (2)

## 6 Strengths and weaknesses

### 6.1 Strengths

### 6.2 weaknesses

## 7 Conclusions

## 8 Future Improvements

Etiam euismod. Fusce facilisis lacinia dui. Suspendisse potenti. In mi erat, cursus id, nonummy sed, ullamcorper eget, sapien. Praesent pretium, magna in eleifend egestas, pede pede pretium lorem, quis consectetur tortor sapien facilisis magna. Mauris quis magna varius nulla scelerisque imperdiet. Aliquam non quam. Aliquam porttitor quam a lacus. Praesent vel arcu ut tortor cursus volutpat. In vitae pede quis diam bibendum placerat. Fusce elementum convallis neque. Sed dolor orci, scelerisque ac, dapibus nec, ultricies ut, mi. Duis nec dui quis leo sagittis commodo.

- **Applies widely**

This system can be used for many types of airplanes, and it also solves the interference during the procedure of the boarding airplane, as described above we can get to the optimization boarding time. We also know that all the service is automate.

- **Improve the quality of the airport service**

Balancing the cost of the cost and the benefit, it will bring in more convenient for airport and passengers. It also saves many human resources for the airline.

## References

- [1] D. E. KNUTH The  $\text{\TeX}$ book the American Mathematical Society and Addison-Wesley Publishing Company , 1984-1986.
- [2] Lamport, Leslie,  $\text{\LaTeX}$ : " A Document Preparation System ", Addison-Wesley Publishing Company, 1986.
- [3] <http://www.latexstudio.net/>
- [4] <http://www.chinatex.org/>

# Appendices

## Appendix A First appendix

Aliquam lectus. Vivamus leo. Quisque ornare tellus ullamcorper nulla. Mauris porttitor pharetra tortor. Sed fringilla justo sed mauris. Mauris tellus. Sed non leo. Nullam elementum, magna in cursus sodales, augue est scelerisque sapien, venenatis congue nulla arcu et pede. Ut suscipit enim vel sapien. Donec congue. Maecenas urna mi, suscipit in, placerat ut, vestibulum ut, massa. Fusce ultrices nulla et nisl.

Here are simulation programmes we used in our model as follow.

### Input matlab source:

---

```
function [t,seat,aisle]=OI6Sim(n,target,seated)
pab=rand(1,n);
for i=1:n
    if pab(i)<0.4
        aisleTime(i)=0;
    else
        aisleTime(i)=trirnd(3.2,7.1,38.7);
    end
end
end
```

---

## Appendix B Second appendix

some more text **Input C++ source:**

---

```
//=====
// Name      : Sudoku.cpp
// Author     : wzlf11
// Version    : a.0
// Copyright  : Your copyright notice
// Description : Sudoku in C++.
//=====

#include <iostream>
#include <cstdlib>
#include <ctime>

using namespace std;

int table[9][9];

int main() {

    for(int i = 0; i < 9; i++){
```

```
        table[0][i] = i + 1;
    }

    srand((unsigned int)time(NULL));

    shuffle((int *)&table[0], 9);

    while(!put_line(1))
    {
        shuffle((int *)&table[0], 9);
    }

    for(int x = 0; x < 9; x++){
        for(int y = 0; y < 9; y++){
            cout << table[x][y] << " ";
        }

        cout << endl;
    }

    return 0;
}
```

---