

## 1 Section

### 1.1 SubSection

#### 1.1.1 SubSubSection

#### Paragraph

#### Subparagraph

## 2 Lists

### 2.1 Ordered list

1. Item 1
2. Item 2
3. Item 3

### 2.2 Unordered list

- Item
- Item
- Item

## 3 Math

Inline code such as  $\int_a^b f(x)dx$  and also block level one

$$g(x) = \begin{cases} \frac{\partial}{\partial x} f(x) \\ \int_a^b f(x)dx \end{cases}$$

## 4 Text formatting

- *italic*
- **Bold**
- ~~strike through~~

## 5 Tables

Heading 1	Heading 2
value 1 <sup>1</sup>	value 2

## 6 Images

Image starts being funny without this text.



Figure 1: Dragon

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<sup>1</sup>My [notes](#).

## 7 Code block

```
#include "iostream"
#include <stdio.h>

void foo(const char* target) {
    std::cout << target << std::endl;
}

enum Test1 {
    HI = -1,
    BYE
} test;

typedef struct {
    int* num_ptr = nullptr;
    char character = '\0';
} Test2;

int main () {
    int x = 420;
    float y = 6.9f;

    // random comment
    if(x > 100) return -1;

    switch(x) {
        case 10: do_something();
                break;

        default: do_nothing();
                break;
    }

    const char* str = "Hello World";

    printf("%d\n", x);
    printf("%2.1f\n", y);
    foo(str);

    return 0;
}
```