

1 Headings

2 Section

2.1 SubSection

2.1.1 SubSubSection

Paragraph

Subparagraph

3 Ordered list

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

4 Unordered list

- Item
- Item
- Item

5 Math

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

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

6 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;

        case 20:
            do_something_else();
            break;

        default:
            do_nothing();
            break;
    }

    const char* str = "Hello World";

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

    foo(str);

    return 0;
}
```

7 Text formatting

- *italic*
- **Bold**

8 Images

Image starts being funny without this text



Figure 1: Dragon

9 Tables

Heading 1	Heading 2
value 1 ¹	value 2

10 Testing_One

10.1 Testing_Two

10.1.1 Testing_Three

Testing_Four

¹My notes.