MathML? Good Idea :)

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x = – b ± b 2 – 4 a c 2 a

See the above, this is all MathML Magic and when we take a look at the source, plain text:

```
<math xmlns="http://www.w3.org/1998/Math/MathML" display="block">
 <mrow>
   <mi>x</mi>
   <mo>=</mo>
   <mfrac>
     <mrow>
       <mo>&#x2212;</mo>
       <mi>b</mi>
       <mo>&#xB1;</mo>
       <msqrt>
         <mrow>
           <msup>
             <mi>b</mi>
             <mn>2</mn>
           </msup>
           <mo>&#x2212;</mo>
           <mn>4</mn>
           <mi>a</mi>
           <mi>c</mi>
         </mrow>
       </msqrt>
     </mrow>
     <mrow>
       <mn>2</mn>
       <mi>a</mi>
     </mrow>
   </mfrac>
 </mrow>
</math>
```

Yeah, quite complex, let us take the amazing Pythagorean theorem:

a2 + b2 = c2

The code would look like this:

```
<math xmlns="http://www.w3.org/1998/Math/MathML" display="block">
 <mrow>
   <msup><mi>a</mi><mn>2</mn></msup>
   <mo>+</mo>
   <msup><mi>b</mi><mn>2</mn></msup>
   <mo>=</mo>
   <msup><mi>c</mi><mn>2</mn></msup>
 </mrow>
</math>
```

If you want more examples click here for the W3C ones.

Stay :yin_yang: and keep coding :)