kerning=spanish

### **Examples:**

# Theorem and theorem-like environments (2.4.2, pag. 4)

Examples of the theorem environments.

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#### Definición 1

Diremos que una variable aleatoria X es **continua** si, para todo número real x se tiene que

$$P(X=x) = 0.$$

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Learning outcomes: Theorem environments. Author(s): Bart Snapp and Rodney Austin

#### Teorema 1

Toda variable aleatoria con función de densidad, es continua (la demostración de este hecho escapa el nivel de este texto). El recíproco no es necesariamente cierto, es decir, no todas las variables continuas tienen una función de densidad. Las variables continuas con función de densidad se llaman absolutamente continuas. Todas las variables continuas con las que trabajaremos en este curso serán absolutamente continuas, y por tanto tendrán una función de densidad.

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#### Proposición 1

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Theorem 1. This is something.

**Theorem 2** (My theorem). This is something too.

Algorithm 1. This is something.

**Axiom 1.** This is something.

Claim 1. This is something.

Conclusion 1. This is something.

Condition 1. This is something.

## Theorem and theorem-like environments (2.4.2, pag. 4)

Conjecture 1. This is something.

Corollary 1. This is something.

Criterion 1. This is something.

**Definition 1.** This is something.

Example 1. This is something.

**Explanation.** This is something.

Fact 1. This is something.

Formula 1. This is something.

Idea 1. This is something.

Lemma 1. This is something.

Model 1. This is something.

Notation 1. This is something.

Observation 1. This is something.

Paradox 1. This is something.

Procedure 1. This is something.

Proposition 1. This is something.

Remark 1. This is something.

Summary 1. This is something.

Template 1. This is something.

Warning 1. This is something.