

# A useful and important research for the title

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## 1. Expression

This is a math expression.

$$F_n = F_{n-1} + F_{n-2}$$

## 2. Table

This is a table.

$F_1$	$F_2$	$F_3$	$F_4$	$F_5$	$F_6$	$F_7$	$F_8$	$F_9$	$F_{10}$
1	1	2	3	5	8	13	21	34	55

## 3. Grid

This is a grid with rect

this is a grid

1/3 remains

2/3 remains

fixed height

## 4. Code block

Style 1

```
/* A C program sample */
#include <stdio.h>
int main(){
    int a = 1;
    int b = 2;
    printf("res:%d\n", a+b);
    return 0;
}
```

Use the block directly, but the statement which right follows the block will lose it’ s retraction.

So use a ‘\’ to fix that.

Style 2

```
/* A C program sample */
#include <stdio.h>
int main(){
    int a = 1;
    int b = 2;
    printf("res:%d\n", a+b);
    return 0;
}
```

Use the ‘table’ to add a frame for the code.

Style 3

```
/* A C program sample */
#include <stdio.h>
int main(){
    int a = 1;
    int b = 2;
    printf("res:%d\n", a+b);
    return 0;
}
```

Use ‘show’ to change the style.