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

```c
/* 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

```c
/* 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

```c
/* 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.