Best Book

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Preface

This is a Quarto book.

To learn more about Quarto books visit https://quarto.org/docs/books.

1 question one

Prove Riemann Hypothesis

Its so easy there is no solution

2 question two

prove or disprove the twin prime conjecture

This problem is so trival once you under stand the first question please refer it previous question

3 Problem Three

Prove $1 = 0$ this question is significantly harder than the first 2 question let use first assume the proof in problem 4 to prove this by problem 4 we have $0 = 1$

$\implies 1 = 0$

HENCE THE PROOF

4 Problem Four

Prove $0 = 1$ this question is significantly harder than the first 2 question let use first assume the proof in previous problem to prove this by problem 3 we have $1 = 0$

$\implies 0 = 1$

HENCE THE PROOF

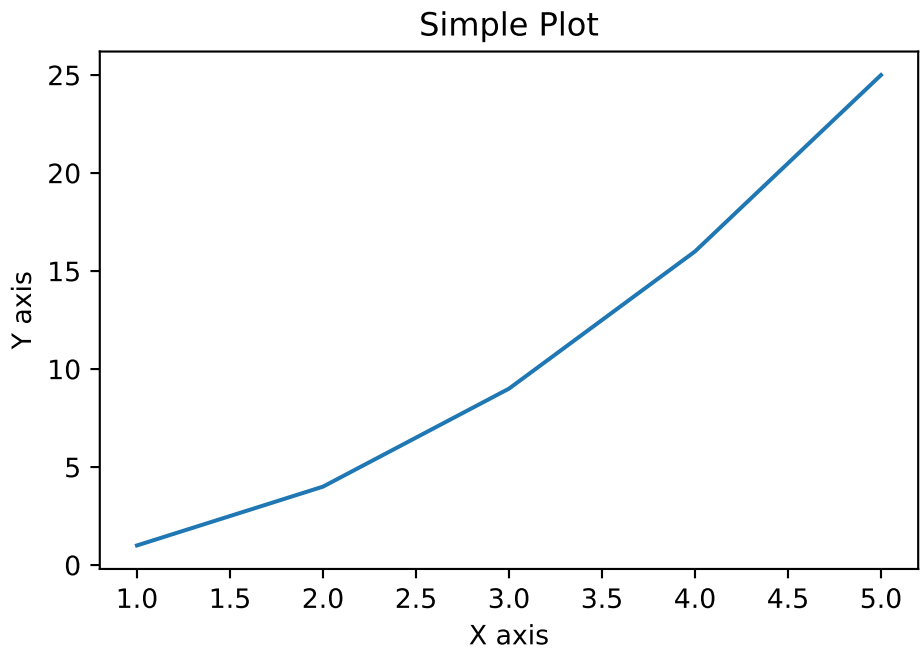
5 interactive

I love python

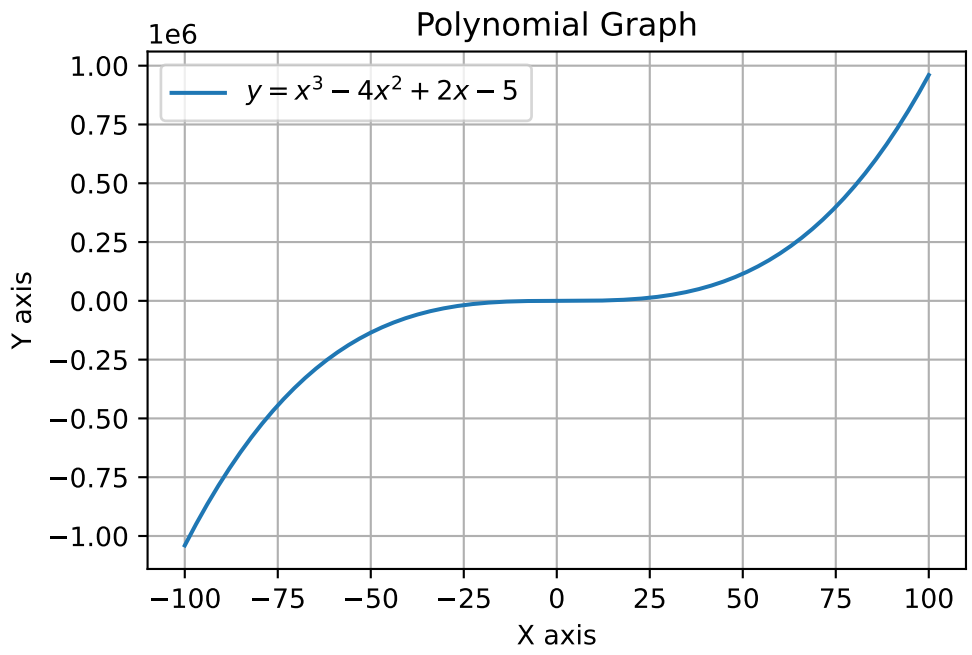
```
from ipyleaflet import Map, Marker, basemaps, basemap_to_tiles
m = Map(
  basemap=basemap_to_tiles(
    basemaps.NASAGIBS.ModisTerraTrueColorCR, "2017-04-08"
  ),
  center=(52.204793, 360.121558),
  zoom=4
)
m.add_layer(Marker(location=(52.204793, 360.121558)))
m
```

```
Map(center=[52.204793, 360.121558], controls=(ZoomControl(options=['position', 'zoom_in_text
```

```
import matplotlib.pyplot as plt

# Data for plotting
x = [1, 2, 3, 4, 5]
y = [1, 4, 9, 16, 25]

# Create the plot
plt.plot(x, y)

# Add a title and labels
plt.title('Simple Plot')
plt.xlabel('X axis')
plt.ylabel('Y axis')

# Show the plot
plt.show()
```




```
import numpy as np
import matplotlib.pyplot as plt

# Generate x values
x = np.linspace(-100, 100, 4000)  # Creates 400 points between -10 and 10

# Define the polynomial: y = x^3 - 4x^2 + 2x - 5
y = x**3 - 4*x**2 + 2*x - 5

# Plot the polynomial
plt.plot(x, y, label=r'$y = x^3 - 4x^2 + 2x - 5$')

# Add title and labels
plt.title('Polynomial Graph')
plt.xlabel('X axis')
plt.ylabel('Y axis')

# Show grid and legend
plt.grid(True)
plt.legend()

# Show the plot
plt.show()
```


Polynomial Graph
1e6
1.00
0.75
0.50
0.25
0.00
−0.25
−0.50
−0.75
−1.00
Y axis
$y = x^3 - 4x^2 + 2x - 5$
−100
−75
−50
−25
0
25
50
75
100
X axis

polynomial

6 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

7 Summary

In summary, this book has no content whatsoever.

References

Knuth, Donald E. 1984. "Literate Programming." *Comput. J.* 27 (2): 97–111. https://doi.org/10.1093/comjnl/27.2.97.

8 shiny dosent work