

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 trivial once you understand 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 $0 = 1$

$$\Rightarrow 1 = 0$$

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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 $1 = 0$

$$\implies 0 = 1$$

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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
```


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>.