Best Book

V Sai Prabhav

2024-09-23

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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
```

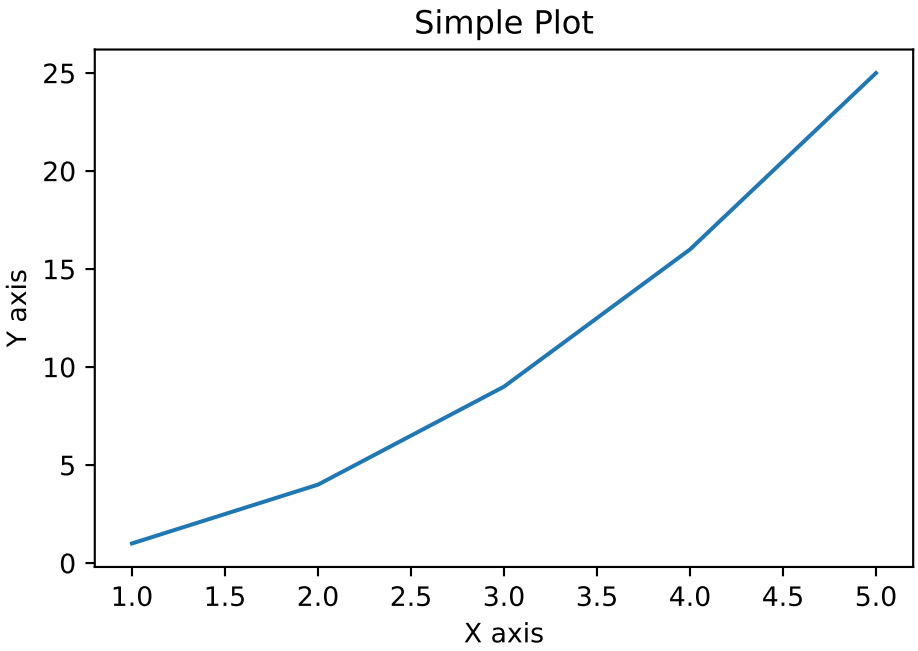
```
import matplotlib.pyplot as plt

# 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()
```


Simple Plot
25
20
15
10
5
0
Y axis
1.0
1.5
2.0
2.5
3.0
3.5
4.0
4.5
5.0
X axis

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.