

# **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  $1 \neq 0$  this question is significantly harder than the first 2 question let use first assume the proof in [problem 4](#) to prove this  $0 \neq 1 \implies 1 \neq 0$

### 3.1 HENCE THE PROOF

## 4 Problem Four

Prove  $0 \neq 1$  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  $1 \neq 0$

\$ 0 1\$

### 4.1 HENCE THE PROOF

## 5 Introduction

This is a book created from markdown and executable code.

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



## 6 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>.