



Oregon State
University

Title

Subtitle

Author

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sound**bendor**lab

Block Title

Some block text.

Example

Some example text.

Definition

Some definition text.

Alert Block Title

Some alertblock text.

- ① enum default one
- ② enum default two
- ③ enum default three

- a enum alpha one
- b enum alpha two
- c enum alpha three

- I enum roman one
- II enum roman two
- III enum roman three

- item one
 - ▷ subitem one
 - subsubitem one
 - subsubitem two
 - subsubitem three
 - ▷ subitem two
 - ▷ subitem three
- item two
- item three

- label1 description one
- label2 description two
- label3 description three

■ **Beaver**

■ **Paddletail**

■ **Pine Stand**

■ **High Tide**

■ **Luminance**

■ **Stratosphere**

■ **Reindeer
Moss**

■ **Seafoam**

■ **Candela**

■ **Moondust**

■ **Hop Bine**

■ **Rogue Wave**

■ **Solar Flare**

■ **Star Canvas**

■ **Till**

■ **Coastline**

■ **High Desert**

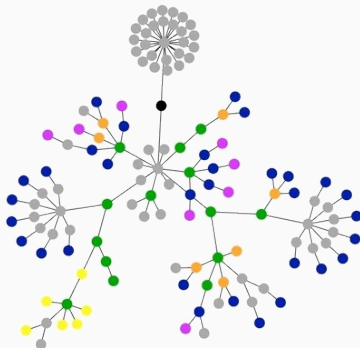
■ **Crater**

Column One

n	n!
1	1
2	2
3	6
4	24
5	120
6	720
7	5040
8	40320
9	362880
10	3628800

This is a table.

Column Two



This is a figure.

$$\frac{1}{n} \sin x = ?$$

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$$\text{six} = 6$$

Expand $(a + b)^n$:

$$(a + b)^n$$

$$(a + b)^n$$

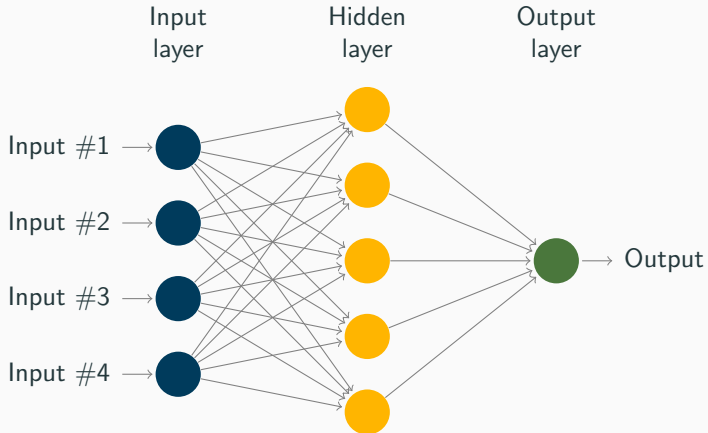
$$(a + b)^n$$

$$(a + b)^n$$

$$\begin{bmatrix} \cos 90^\circ & \sin 90^\circ \\ -\sin 90^\circ & \cos 90^\circ \end{bmatrix} \begin{bmatrix} a1 \\ a2 \end{bmatrix} = \begin{bmatrix} a1 \\ a2 \end{bmatrix}$$

```
/****** A Love Poem in C *****/  
char*lie;  
double time, me= !OXFACE,  
not; int rested, get, out;  
main(ly, die) char ly,**die ;{  
    signed char lotte,  
  
    dear; (char)lotte —;  
    for(get= !me;; not){  
        1 — out & out ;lie;{  
        char lotte, my= dear,  
        **let= !!me *!not+ ++die;  
        (char*)(lie=  
  
    "The gloves are OFF this time,  
    I detest you, snot\n\Used GEEK!");  
    do {not= *lie++ & 0xF00L* !me;  
    #define love (char*)lie —  
    love 1s *!(not= atoi(let  
    [get —me?  
        (char)lotte—  
        ...
```

A Love Poem in C, by Brian Westley (1990)



Loop Invariants

by J.P. Dougherty

Play

*Loop invariants, loop invariants
Keep me on the road,
Loop invariants, loop invariants
As I write my code.*

*Preconditions, postconditions,
Help to shed some light.
Assertions used to write the loop
Will help me get it right.*

*Loop invariants, loop invariants
They can be a pain.
Loop invariants, loop invariants
Oh, but what I gain.*

*Executing, substituting,
Each does complement.
Code correctness is the goal
Of loop invariants.*

This is how to implement a blank frame.