

**BAR**

# INLINE MATH

Foo bar baz

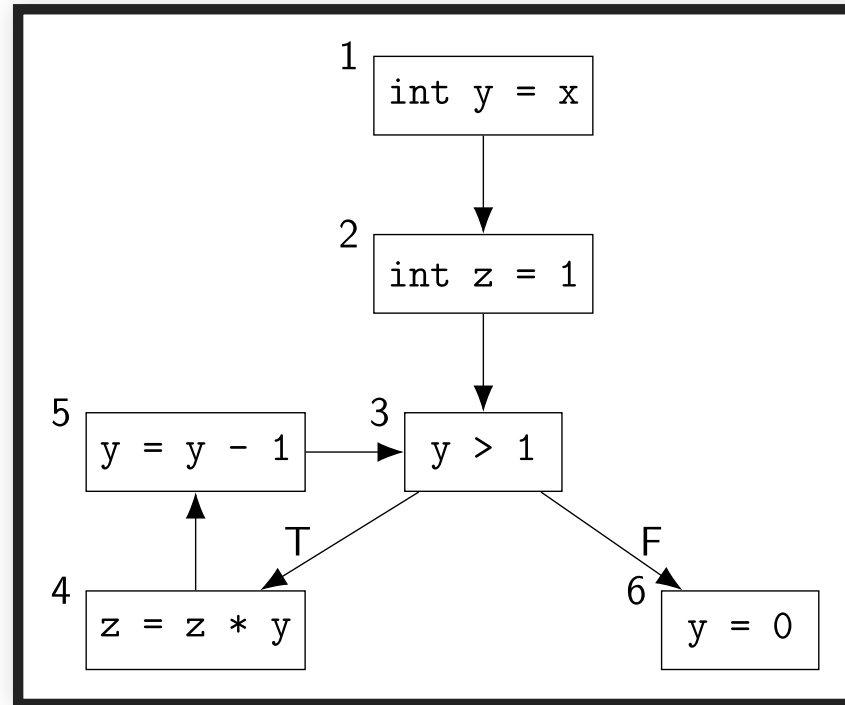
# DISPLAY MATH

$$a^2 + y^2 = \frac{1}{2}$$

# RAW LATEX

1:	$l_2 = f_1(r_0) \oplus l_0$	
2:	$r_2 = f_2(f_1(r_0) \oplus l_0) \oplus r_0$	
3:	$f_2(l_2) \oplus r_2 = f_2(l_2) \oplus f_2(f_1(r_0) \oplus l_0) \oplus r_0$	2 $\oplus$ with $f_2(l_2)$
4:	$f_2(f_1(r_0) \oplus l_0) \oplus r_2 = f_2(f_1(r_0) \oplus l_0) \oplus f_2(f_1(r_0) \oplus l_0) \oplus r_0$	expand $l_2$ with 1
5:	$f_2(f_1(r_0) \oplus l_0) \oplus r_2 = r_0$	reduce right side
6:	$f_1(r_0) \oplus l_2 = f_1(r_0) \oplus f_1(r_0) \oplus l_0$	1 $\oplus$ with $f_1(r_0)$
7:	$f_1(r_0) \oplus l_2 = l_0$	reduce right side
8:	$f_2(f_1(r_0) \oplus f_1(r_0) \oplus l_2) \oplus r_2 = r_0$	5 expand $l_0$ with 7
9:	$f_2(l_2) \oplus r_2 = r_0$	reduce left side
	$f_1(f_2(l_2) \oplus r_2) \oplus l_2 = l_0$	7 expand $r_0$ with 9
	$f_2(l_2) \oplus r_2 = r_0$	9

# TIKZ



Tikz Picture

# CODE

```
#include <stdio.h>
#include <stdlib.h>

int main(void) {
    printf("Hello World\n");
    return EXIT_SUCCESS;
}
```