BAR

- Inline math
- Display Math
- Raw Latex
- Tikz
- Code

INLINE MATH

Foo x bar y baz = z

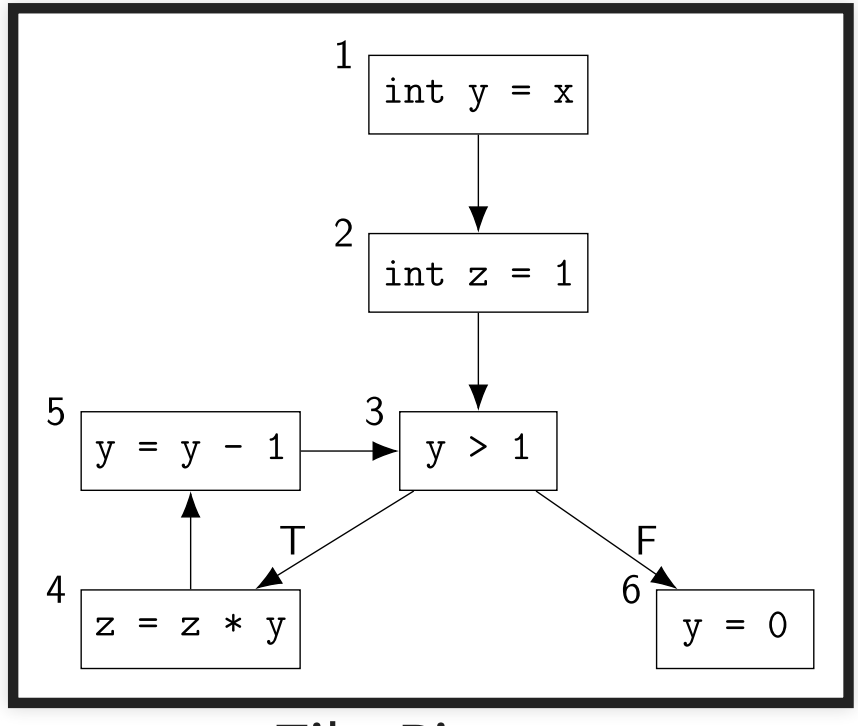
DISPLAY MATH

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

RAW LATEX

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

TIKZ



Tikz Picture

CODE

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

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