

Example document

Anton Klava anton@klava.se

2016-01-01

Abstract

This is the abstract of your document

Contents

1	Introduction	1
1.1	Math	1
1.2	Code	1
1.3	Image	2
1.4	Table	2
1.5	Crossreferencing	2
1.6	Lists	2
	References	3

1 Introduction

This is the introduction.¹ Here you can write what your document will be about.
This is the best thing ever [1].

1.1 Math

Here is inline math $1 + 1 = 2$ and a math block:

$$\theta = 0 \quad \Rightarrow \quad \sin^2 \theta = 0 \tag{1}$$

1.2 Code

Here is a code block

¹Also, here is a footnote

Listing 1 Ruby code example

```
1 array = %w(1 2 3)
2 squared = array.map{|n| n*n}
3 puts squared
```

1.3 Image

Here is a figure



Figure 1: Ginger the Cat by Henry Riley

1.4 Table

Create tables with captions like so:

Table 1: Example table

a	b	c
1	2	3
4	5	6

1.5 Crossreferencing

You can also reference math eq. 1, code lst. 1, figures fig. 1.

1.6 Lists

References is by default added in the `references.md` file. However you can also add a lists of figures, tables and/or listings.

List of Figures

2

1	Ginger the Cat by Henry Riley	2
---	---	---

List of Tables

1	Example table	2
---	-------------------------	---

List of Listings

1	Ruby code example	2
---	-----------------------------	---

References

- [1] B. Meyer, “A constraint-based framework for diagrammatic reasoning,” *Applied Artificial Intelligence*, vol. 14, no. 4, pp. 327–344, 2000.
- [2] M. Codish, K. Marriott, and C. Taboch, “Improving program analyses by structure untupling,” *Journal of Logic Programming*, vol. 43, no. 3, pp. 251–263, 2000.