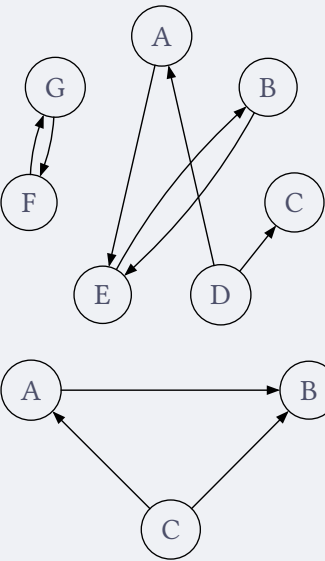
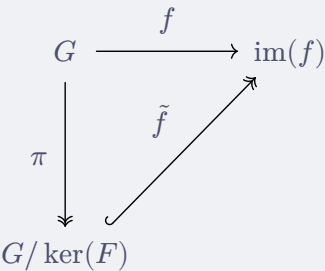


1 PACKAGE DEMOS

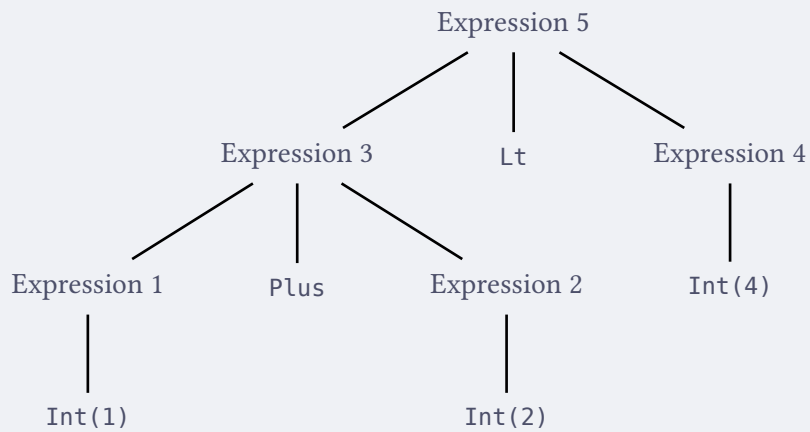
1.1 Frames

- Definition 1 (*tags (optional)*): Contents
- Theorem 2 (*tags (optional)*): Contents
- Problem 3 (*tags (optional)*): Contents
- Tip 4 (*tags (optional)*): Contents

1.2 Fletcher



1.3 CeTZ



1.4 Zebraw

rust

```
1  fn main() {  
2      todo!()  
3  }
```

1.5 Algorithmic

Algorithm 1: Binary Search

```
1: procedure BINARY-SEARCH( $A, n, v$ )  
2:    $\triangleright$  Initialize the search range  
3:    $l \leftarrow 1$   
4:    $r \leftarrow n$   
5:  
6:   while  $l \leq r$  do  
7:      $mid \leftarrow \text{floor}((l + r) / 2)$   
8:     if  $A[mid] < v$  then  
9:        $l \leftarrow mid + 1$   
10:    else if  $A[mid] > v$  then  
11:       $r \leftarrow mid - 1$   
12:    else  
13:      return  $mid$   
14:    end  
15:  end  
16:  return null  
17: end
```
