1 PACKAGE DEMOS

1.1 Frames

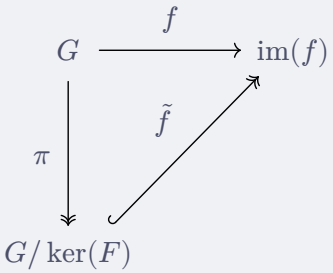
Definition 1 *(tags (optional))* : Contents

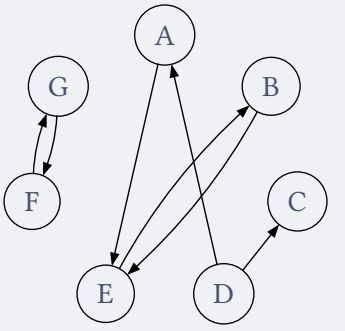
Theorem 2 *(tags (optional))* : Contents

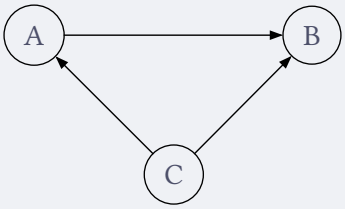
Problem 3 *(tags (optional))* : Contents

Tip 4 *(tags (optional))* : Contents

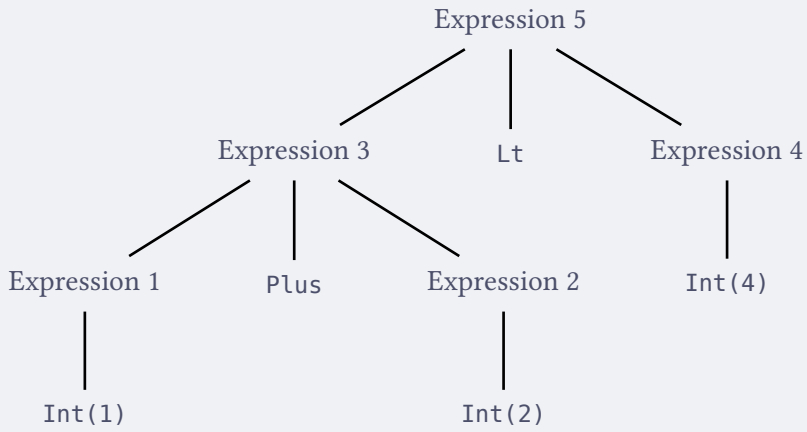
1.2 Fletcher







1.3 CeTZ



1.4 Zebraw

```rust
fn main() {
  todo!()
}
```

1.5 Algorithmic

Algorithm 1: Binary Search

```
procedure BINARY-SEARCH(A, n, v)
    ▷ Initialize the search range
    l ← 1
    r ← n

    while l ≤ r do
        mid ← floor((l + r) / 2)
        if A[mid] < v then
            l ← mid + 1
        else if A[mid] > v then
            r ← mid − 1
        else
            return mid
        end
    end
    return null
end
```