

## Abstract

This is the document abstract. The package adds an optional argument to the `enumerate` environment which determines the style in which the counter is printed. The `enumitem` package supersedes—it provides the same facilities in a well-structured way.

This is the text command.

## 1 Listings Environment

Listing 1: Now It's Captioned

```
1 print("Hello World")
```

## 2 Align Environment

$$f(x) = ax^2 + bx + c \tag{1}$$

$$g(x) = a'(x - x_0)^2 + c' \text{ This is plain-text} \tag{2}$$

When I want to reference the second equation one can call it as [2](#), and reference equation one as [1](#).

$$f(x) = ax^2 + bx + c$$

$$g(x) = a'(x - x_0)^2 + c' \text{ This is plain-text}$$

## 3 SI Units

Complex Numbers:  $\pi \pm 2i$

Floating Point Representation:  $3.12 \times 10^{100}$

Units:  $3.21 \text{ kg} \cdot \text{m} \cdot \text{s}^{-2}$

Unity Mantissa Does NOT return:  $10^4$

Ranges: 10.0 to 20

SI-Ranges: (12 to 15) mm

SI-Lists: (1, 2 and 3) F

Digit Grouping: 12 345.678 901 2

Separate Uncertainty:  $1.234 \pm 0.005$

Exponent to Prefix Magic:  $1.234 \text{ k}\Omega$

Testing:  $1.23 \text{ H} \cdot \text{F}$

## 4 Enumerate Environment

1. 1st level
  - 1.1. 2nd level
    - 1.1.1. 3rd level
      - 1.1.1.1. 4th level

## 5 Section 2

1. 1st level
  - 1.1. 2nd level
    - 1.1.1. 3rd level
      - 1.1.1.1. 4th level
2. 1st level
  - 2.1. 2nd level
    - 2.1.1. 3rd level
      - 2.1.1.1. 4th level

Table 1: The table-align-exponent option

Header	Header
1.2 $\times 10^3$	$1.2 \times 10^3$
$1.234 \times 10^{56}$	$1.234 \times 10^{56}$

Table 2: The table-align-uncertainty option

Header	Header
1.2 $\pm 0.1$	$1.2 \pm 0.3$
$1.234 \pm 0.005$	$1.234 \pm 0.005$

## 6 Algorithm

**Data:** this text

**Result:** how to write algorithm with L<sup>A</sup>T<sub>E</sub>X2e  
initialization;

**while** *not at end of this document* **do**

    read current;

**if** *understand* **then**

        go to next section;

        current section becomes this one;

**else**

        go back to the beginning of current section;

**end**

**end**

**Algorithm 1:** How to write algorithms