

Software Requirements Specification

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Section 1

This is a tutorial on using L^AT_EX!

0.0.1 Subsection 1

This is the content of the subsection.

Subsection 2

This is the content of another subsection.

subsub

dejfdeljfrdhjf

0.1 Section 2

1. one
2. two
3. three
 - 3.1. three point one
4. four