



plan	0	1	2	3
a_0	(0,0)	(1,0)	(2,0)	(3,0)
a_1	(0,0)	(1,0)	(2,0)	(3,0)

1 Section

$$f = \begin{cases} True, & X \neq 0 \\ False, & otherwise \end{cases} \quad (1)$$

$$f = \begin{cases} True, & X \neq 0 \\ False, & otherwise \end{cases} \quad (2)$$

2 Section

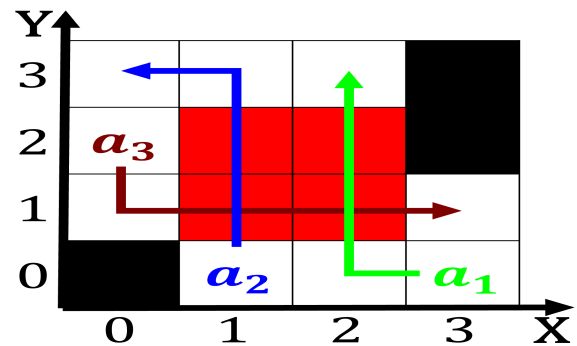
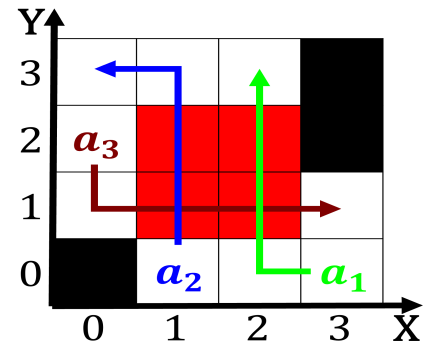
2.1 SubSection

Algorithm 1 An algorithm with caption

[illegible]

2.2 SubSection

$$f = \begin{cases} True, & X \neq 0 \\ False, & otherwise \end{cases} \quad (3)$$



Algorithm 2 An algorithm with caption

[illegible]



Figure 4: Our solar development game Tools presumed to
 c or due to the practice and Since milieu argentine writer
 ernesto sabato