

## 1 Math

This program is planned to support the most basic LaTeX features, you can use inline math with  $a + b = c^2$ . And this will be the paragraph math:

$$\oint \mathbf{B} \cdot d\mathbf{A} = 0 \quad (1)$$

And this is for align:

$$\sum_i \vec{B}_i \cdot \vec{\ell}_i = \mu_0 \left( I + \varepsilon_0 \frac{\Delta E \cdot A}{\Delta t} \right) \quad (2)$$

$$\sum_i \vec{E}_i \cdot \vec{\ell}_i = -\frac{\Delta B \cdot A}{\Delta t} \quad (3)$$

$$\sum_i E_i \cdot A_i = \frac{Q}{\varepsilon_0} \quad (4)$$

$$\sum_i B_i \cdot A_i = 0 \quad (5)$$

### 1.1 Images

You can also insert images with:



or by:



### 1.1.1 Listings

And code blocks with:

```
1 #include <stdio.h>
2
3
4 void say() {
5     printf("this is code blocks!");
6 }
7
8
9 int main() {
10     char hello_world[] = "hello world!\n";
11     printf(hello_world);
12
13     say();
14
15     return 0;
16 }
```

**This is paragraph** Check [example.tex](#) for the LaTeX rendition of this markdown file. The output of the command is always placed in `./out/`.