Hello Simtex!

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1 This is a section: 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!*:

$$\oint \boldsymbol{B} \cdot d\boldsymbol{A} = 0 \tag{1}$$

And this is for *align*

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

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

$$\sum_i E_i \cdot A_i = \frac{Q}{\varepsilon_0} \tag{4}$$

$$\sum_i B_i \cdot A_i = 0 \tag{5}$$

1.1 This is subsection: Images

You can also *insert* **images** with:
or by:
¡img src=”./sample_image.jpeg” align=”center”¿

1.1.1 This is subsubsection: Listings

And !*code blocks!* with:

```c
#include <stdio.h>


void say() {
    printf("this is code blocks!");
}


int main() {
    char hello_world[] = "hello world!\n";
    printf(helloworld);

    say();

    return 0;
}
```

Figure 1: figure

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