Math 1

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:

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

And this is for align:

$$\sum_{i} \vec{B}_{i} \cdot \vec{\ell}_{i} = \mu_{0} \left(I + \varepsilon_{0} \frac{\Delta E \cdot A}{\Delta t} \right)$$
 (2)

$$\sum_{i} \vec{E}_{i} \cdot \vec{\ell}_{i} = -\frac{\Delta B \cdot A}{\Delta t} \tag{3}$$

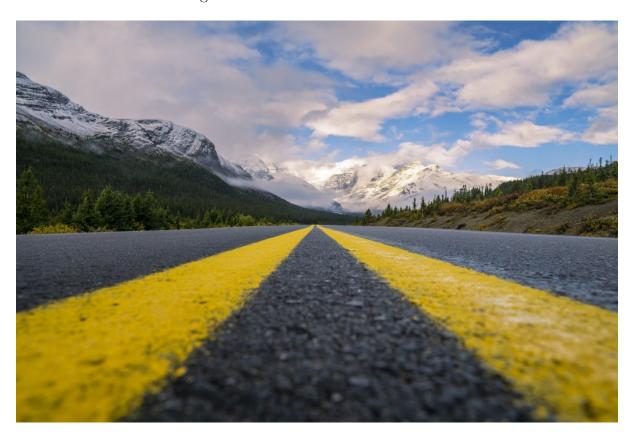
$$\sum_{i} E_{i} \cdot A_{i} = \frac{Q}{\varepsilon_{0}}$$

$$\sum_{i} B_{i} \cdot A_{i} = 0$$
(4)

$$\sum_{i} B_i \cdot A_i = 0 \tag{5}$$

Images 1.1

You can also insert images with:



or by:



1.1.1 Listings

And code blocks with:

```
#include <stdio.h>

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

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

say();

return 0;
}
```

This is paragraph Check example.tex for the LaTeX rendition of this markdown file. The output of the command is always placed in ./out/.