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:

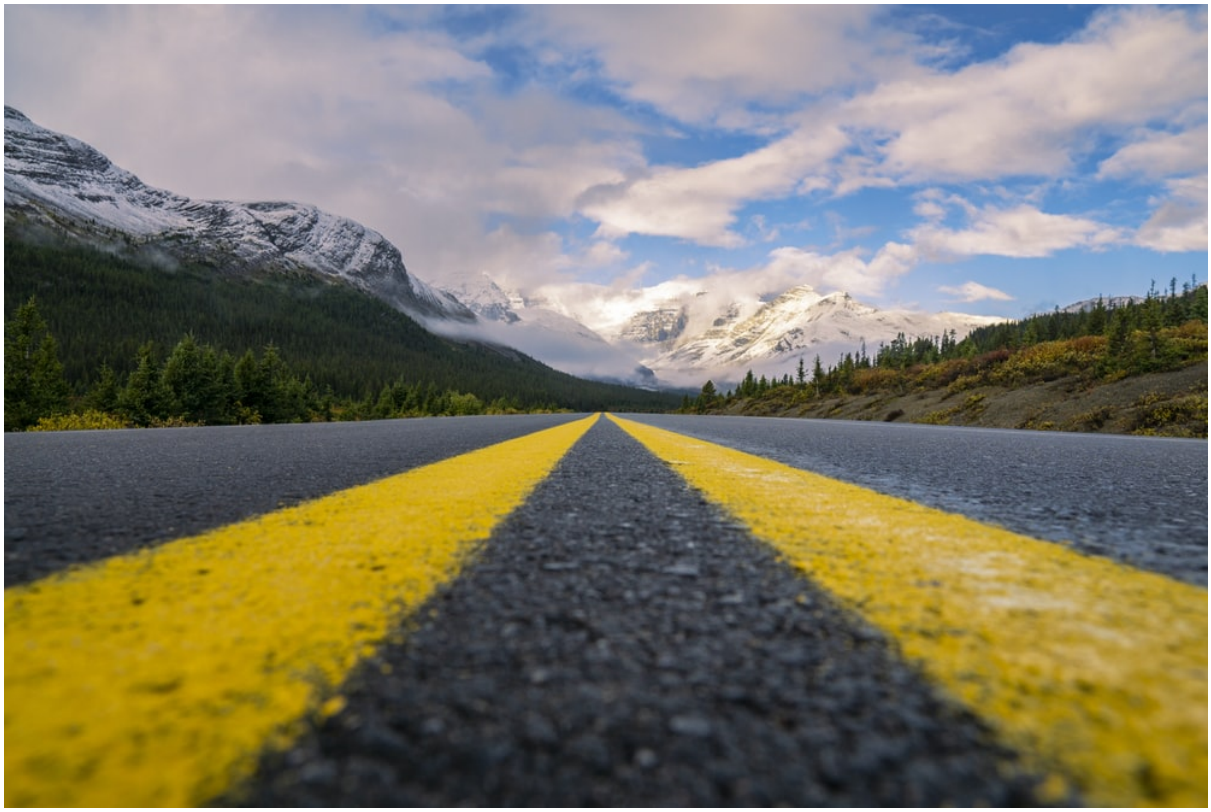

Figure 1: figure

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;
}
```

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