

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*:

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

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 This is subsection: Images

You can also *insert images* with:

or by:

`jimg src="/sample_image.jpeg" align="center"`

1.1.1 This is subsubsection: 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 }
```



Figure 1: figure

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