

Assignment

Subtitle



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Abstract

An abstract right here, I reckon.

Acknowledgements

I'd like to acknowledge coffee for powering my degree.

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1. Sections and Paragraphs

1.1. Lorem Ipsum?

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1.2. More Lorem?

1.2.1. A subsubsection

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2. Code and Math

2.1. Code Blocks

Code blocks look like this:

```
float Q_rsqrt( float number )
{
    long i;
    float x2, y;
    const float threehalfs = 1.5F;

    x2 = number * 0.5F;
    y = number;
    i = * ( long * ) &y;                // evil floating point bit
    ↪ level hacking
    i = 0x5f3759df - ( i >> 1 );        // what the f@*#?
    y = * ( float * ) &i;
    y = y * ( threehalfs - ( x2 * y * y ) ); // 1st iteration
    // y = y * ( threehalfs - ( x2 * y * y ) ); // 2nd iteration, this can
    ↪ be removed

    return y;
}
```

Listing 1: Fast Inverse Square-Root operation from Quake III Arena (*Quake III Arena* 1999)

2.2. Inline code

Inline code looks like this: `const double pi = 3.1415926535`

2.3. Math

This is a cool latex section writing cool stuff (guy 2017). Here’s some math, demonstrating [Shannon’s entropy of an information source](#).

$$H(X) = \mathbb{E}_X[I(x)] = - \sum_{x \in \mathbb{X}} p(x) \log p(x) \quad (1)$$

What about some inline math demonstrating [Euler’s identity](#)? $e^{i\pi} + 1 = 0$

3. Tables and Lists

3.1. Tables

A cool table:

A thing	A value	Another value
Thing 1	23	false
Thing 2	857	true

Another cool table:

A thing	A value	Another value
Thing 1	23	false
Thing 2	857	true

3.2. Lists

Itemized list

- Item 1
 - Subitem
 - Another subitem
- Item 2
 - A
 - * B

Enumerated list

1. Item 1
 - a) Subitem
 - b) Another subitem
2. Item 2
 - a) A
 - b) B
3. Item 3

References

guy, Some (2017). “Article about things”. In: *Cool journal for cool peeps* 2.45, pp. 123–321.

Quake III Arena (1999). ID Software. URL: https://github.com/id-Software/Quake-III-Arena/blob/master/code/game/q_math.c#L552.

Appendix A Stuff

Some appendix stuff should go here