

# **Game\_Theory**

Norah Jones

2026-01-16

# **Table of contents**

<b>GAME THEORY</b>	<b>3</b>
<b>1 Introduction</b>	<b>4</b>
<b>2 Summary</b>	<b>5</b>
<b>References</b>	<b>6</b>

# **GAME THEORY**

# 1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

```
1 + 1
```

```
[1] 2
```

## 2 Summary

In summary, this book has no content whatsoever.

```
1 + 1
```

```
[1] 2
```

# References

- Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.