Title

Author

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1 Introduction

A demonstration of literate programming using Quarto and Julia. Knuth 1 says always be literate (Knuth 1984).

This document is set to render as a pdf document.

Let's begin with the basics.

1.1 Hello, World!

```
print("Hello, World!")
```

Hello, World!

¹Donald Knuth is a famous computer scientist.

1.2 A Calculation

2 + 2

4

1.3 A Plot

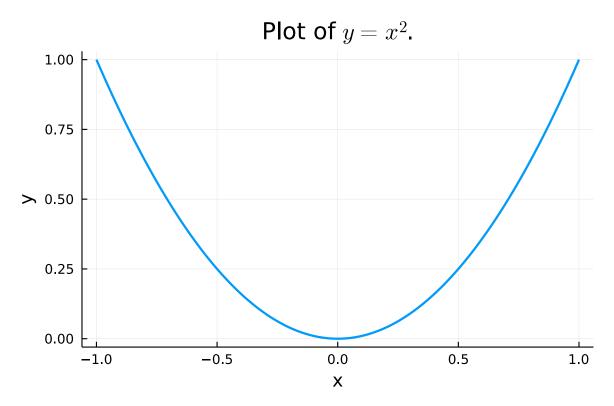


Figure 1: Plot of $y = x^2$ over [-1, 1]

Figure 1 shows the result.

References

Knuth, Donald Ervin. 1984. "Literate Programming." The Computer Journal 27 (2): 97–111.