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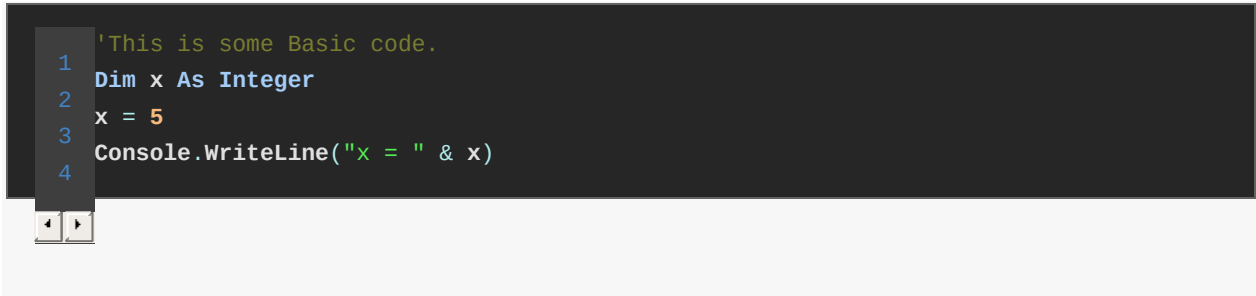
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# My Awesome Book

This file serves as your book's preface, a great place to describe your book's content and ideas.

```
'This is some Basic code.  
1 Dim x As Integer  
2 x = 5  
3 Console.WriteLine("x = " & x)  
4
```



This is a spoiler: Hello World.

0:0	1:0
This is a spoiler:	Hello World.
0:3	1:3
0:4	1:4

Math test:

$$A = \left[ \frac{100}{3} \right] = 33$$
$$B = \left[ \frac{100}{4} \right] = 25$$

## Sunlight highlighter demo

```
1 'This is some Basic code.  
2 Dim x As Integer  
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4 Console.WriteLine("x = " & x)
```



## Article 2

Here is some inline math:  $a \neq 0$

A block of math should begin with a new line:

Here is a block of math:

$$a \neq 0$$

$$\nabla \times \vec{\mathbf{B}} - \frac{1}{c} \frac{\partial \vec{\mathbf{E}}}{\partial t} = \frac{4\pi}{c} \vec{\mathbf{j}}$$

$$\nabla \cdot \vec{\mathbf{E}} = 4\pi\rho$$

$$\nabla \times \vec{\mathbf{E}} + \frac{1}{c} \frac{\partial \vec{\mathbf{B}}}{\partial t} = \vec{\mathbf{0}}$$

$$\nabla \cdot \vec{\mathbf{B}} = 0$$

# AsciiDoc Testing

Here is some inline math:  $a \neq 0$

A block of math should begin with a new line:

Here is a block of math:

$$a \neq 0$$

$$\nabla \times \vec{\mathbf{B}} - \frac{1}{c} \frac{\partial \vec{\mathbf{E}}}{\partial t} = \frac{4\pi}{c} \vec{\mathbf{j}}$$

$$\nabla \cdot \vec{\mathbf{E}} = 4\pi\rho$$

$$\nabla \times \vec{\mathbf{E}} + \frac{1}{c} \frac{\partial \vec{\mathbf{B}}}{\partial t} = \vec{\mathbf{0}}$$

$$\nabla \cdot \vec{\mathbf{B}} = 0$$

Note

this is an admonition.

```

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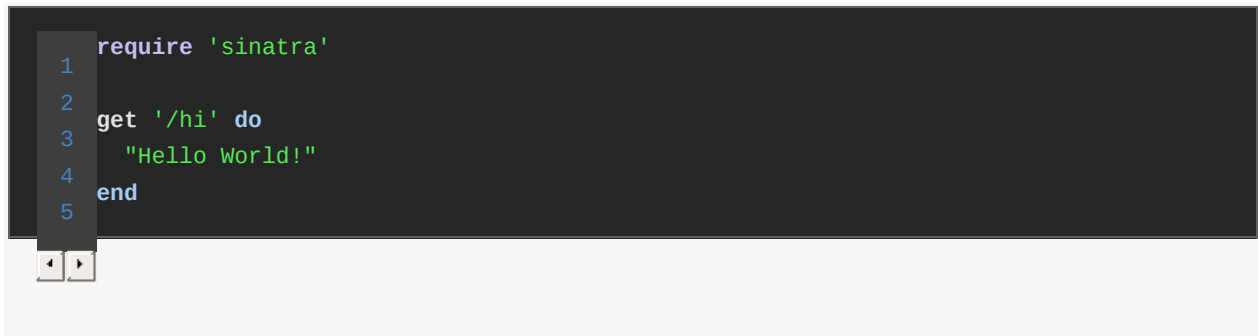
```

1 'This is some Basic code.
2 Dim x As Integer
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```

app.rb

```
1 require 'sinatra'
2
3 get '/hi' do
4   "Hello world!"
5 end
```



'This is some Basic code. Dim x As Integer x = 5 Console.WriteLine("x = " & x)