Exponential Smoothing

Table of contents

1	H1 header			
	1.1	H2 header	1	
	1.2	Code animation	1	

1 H1 header

ETS models.

1.1 H2 header

there and back again.

1.2 Code animation

1.3

```
# Fill in the spot we created for a plot
output$phonePlot <- renderPlot({
    # Render a barplot
})</pre>
```

1.4