Quantum Mechanics

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Preface

Welcome to our Quantum Mechanics book!

This book is meant for you to

> **Theorem 0.1** (Quantum States). *given a b c*
>
> $$x^2$$
>
> *something else.*
>
> *Paragraph 2 paragraph 2*
>
> *paragraph 4*

> **Lemma 0.1** (some lemma). *lemmaaa*

> **Example 0.1** (some problem). lemmaaa

see Example 0.1

Remark 0.1. remark

test example

$$x^2$$

test break

> Test Note
>
> test note

> **Definition 0.1** (Test Definition). testing the definition environment teehee

> **Corollary 0.1** (Test Corollary). *testing the corollary environment teehee*

Proposition 0.1 (Test Proposition). *testing the proposition environment teehee*

Conjecture 0.1 (Something). *testing the conjecture environment teehee*

some notation here

Part I

I: Fundamental Theory

This chapter aims to...

1 Introduction

This is a book created from markdown and executable code.

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

2 Summary

In summary, this book has no content whatsoever.

References

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