

# **Quantum Mechanics**

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2025-08-13

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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.** *testing the conjecture environment teehee*

## **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>.