A fancy Book

My Name is ...

September 20, 2021

Contents

I Introduction **5**

1 Theory **7**
1.1 Basic Theory . . . 7
1.1.1 Foundation . . . 7
1.1.1.1 Rule 1 . . . 7
1.1.1.1.1 Left side of rule . . . 7
1.1.1.1.1.1 Parameter of rule . . . 7
1.1.1.2 Rule 2 . . . 7
1.1.2 Advanced . . . 7
1.2 Complex Theory . . . 7
1.2.1 Some Math . . . 7
1.2.1.1 Equation 1 . . . 7
1.2.1.2 Equation 2 . . . 7
1.2.2 Some Programming . . . 7

2 Use Cases **9**
2.1 Use Case A . . . 9
2.1.1 Pre Conditions . . . 9
2.1.1.1 Pre-Condition A . . . 9
2.1.1.2 Pre-Condition B . . . 9
2.1.2 Pre Condition . . . 9
2.2 Use Case B . . . 9
2.2.1 Pre Conditions . . . 9
2.2.1.1 Pre-Condition A . . . 9
2.2.1.2 Pre-Condition B . . . 9
2.2.2 Pre Condition . . . 9

II Implementation **11**

3 Implementation in Golang **13**

3.1 Golang Basics 13
3.1.1 Data Structures 13
3.1.1.1 Array 13
3.1.1.2 Dictionary 13
3.1.2 Concurrency 13

Part I

Introduction

Chapter 1

Theory

1.1 Basic Theory

1.1.1 Foundation

1.1.1.1 Rule 1

1.1.1.1.1 Left side of rule

1.1.1.1.1.1 Parameter of rule

1.1.1.2 Rule 2

1.1.2 Advanced

1.2 Complex Theory

1.2.1 Some Math

1.2.1.1 Equation 1

1.2.1.2 Equation 2

1.2.2 Some Programming

Chapter 2

Use Cases

2.1 Use Case A

2.1.1 Pre Conditions

2.1.1.1 Pre-Condition A

2.1.1.2 Pre-Condition B

2.1.2 Pre Condition

2.2 Use Case B

2.2.1 Pre Conditions

2.2.1.1 Pre-Condition A

2.2.1.2 Pre-Condition B

2.2.2 Pre Condition

Part II

Implementation

Chapter 3

Implementation in Golang

3.1 Golang Basics

3.1.1 Data Structures

3.1.1.1 Array

3.1.1.2 Dictionary

3.1.2 Concurrency