Simple Table from Wizard

Table 1: Random table

X	Col1	Col2	Col3
Row1	1	2	3
Row2	4	5	6
Row3	7	8	9

The lack of nighttime performance necessitates the need for costly batteries and grid connection to other sources of energy, most notably fossil fuels. Described in the *Table* 1.

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Multirow / multicolumn Table - 1

Table 2: Events and Response for keyboard and mouse inputs from user

Event	Response
pygame.QUIT occurs when trying to close the window	Quitting the pygame window using pygame. quit and then quitting the application using quit.
pygame.VIDEORESIZE occurs when trying to resize the pygame window	Changing the viewing parameters such that the aspect ratio remains unchanged so that the object looks the same without any distortion
pygame.KEYDOWN	**1.** If key is **0-9** then the current_box is set to the corresponding key value
	2. If key is the **left** arrow key, storing the move variable with traslation matrix in the $\boldsymbol{x}$ direction by *+0.01* pixels. Then the *curr_move* is updated with *curr_move=curr_move+move*
	3. If key is the **right** arrow key, storing the move variable with traslation matrix in the $\boldsymbol{x}$ direction by *-0.01* pixels. Then the *curr_move* is updated with *curr_move=curr_move+move*
	4. If key is the **up** arrow key, storing the move variable with traslation matrix in the $\boldsymbol{y}$ direction by *+0.01* pixels. Then the *curr_move* is updated with *curr_move=curr_move+move*
	5. If key is the **down** arrow key, storing the move variable with traslation matrix in the $\boldsymbol{y}$ direction by *-0.01* pixels. Then the *curr_move* is updated with *curr_move=curr_move+move*
	6. If key is the **X** arrow key, storing the move variable with traslation matrix in the $\boldsymbol{z}$ direction by *+0.01* pixels. Then the *curr_move* is updated with *curr_move=curr_move+move*
	7. If key is the **Z** arrow key, storing the move variable with traslation matrix in the $\boldsymbol{z}$ direction by *-0.01* pixels. Then the *curr_move* is updated with *curr_move=curr_move+move*

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Multirow / multicolumn Table - 2

Table 3: Analysis of exponential factoring to weighted factoring

Mean Filter	Parameter	Gaussian Exp W	Gaussian Exp B	Gaussian Factor W	Gaussian Factor B	Speckle Exp W	Speckle Exp B	Speckle Factor W	Speckle Factor B	Salt-Pepper Exp W	Salt-Pepper Exp B	Salt-Pepper Factor W	Salt-Pepper Factor B
Heron	MSE:	0.096	0.020	0.161	0.040	0.098	0.001	0.180	0.001	0.069	0.026	0.161	0.040
	PSNR:	10.169	16.807	7.908	13.973	10.068	27.25	7.436	29.558	11.592	15.812	6.727	12.960
Centroidal	MSE:	0.034	0.087	0.062	0.028	0.033	0.0012	0.066	0.0049	0.034	0.0012	0.068	0.419
	PSNR:	14.100	10.579	12.076	5.5068	14.7212	29.268	11.7607	23.1165	14,655	29.176	11.645	3.773
Inverse Contra-harmonic	MSE:	0.449	0.0054	0.576	0.0055	0.644	0.0051	0.575	0.040	0.743	0.0058	0.743	0.0109
	PSNR:	3.471	22.654	2.392	22.587	1.986	22.910	2.397	13.939	1.285	22.399	1.288	19.621

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Multirow / multicolumn Table - 3

Table 4: Results of tumor segmentation for HGG, LGG and Combined Cases; Proposed work in comparison with Ref. 17

Method	Dataset Used	Grade		DSC	PPV	Sensitivity
Proposed	BRATS 2017	HGG	Complete	0.82	0.84	0.83
			Core	**0.76**	0.86	**0.74**
			Enhanced	**0.73**	**0.78**	0.74
		LGG	Complete	**0.76**	**0.92**	0.69
			Core	0.34	**0.86**	0.28
			Enhanced	0.33	0.54	0.62
		Combined	Complete	0.80	**0.86**	0.79
			Core	0.65	**0.86**	0.62
			Enhanced	**0.62**	**0.69**	**0.71**
In Pereira *et al.*[?]	BRATS 2013	HGG	Complete	0.88	0.91	0.86
			Core	0.76	0.90	0.74
			Enhanced	0.73	0.72	0.81
		LGG	Complete	0.65	0.54	0.86
			Core	0.53	0.42	0.86
			Enhanced	0.00	0.00	0.00
		Combined	Complete	0.84	0.85	0.86
			Core	0.72	0.82	0.76
			Enhanced	0.62	0.60	0.68