# Title of Deck

## Subtitle Subtitle Subtitle Subtitle Subtitle

**Author**
Milan, Marp Demo
YYYY/MM/DD

# Agenda

1. text
2. text
3. text
4. text

# Introduction

text

# Section Header

Section Details

# Content

## Subsection 1

## Subsection 2

## Subsection 3

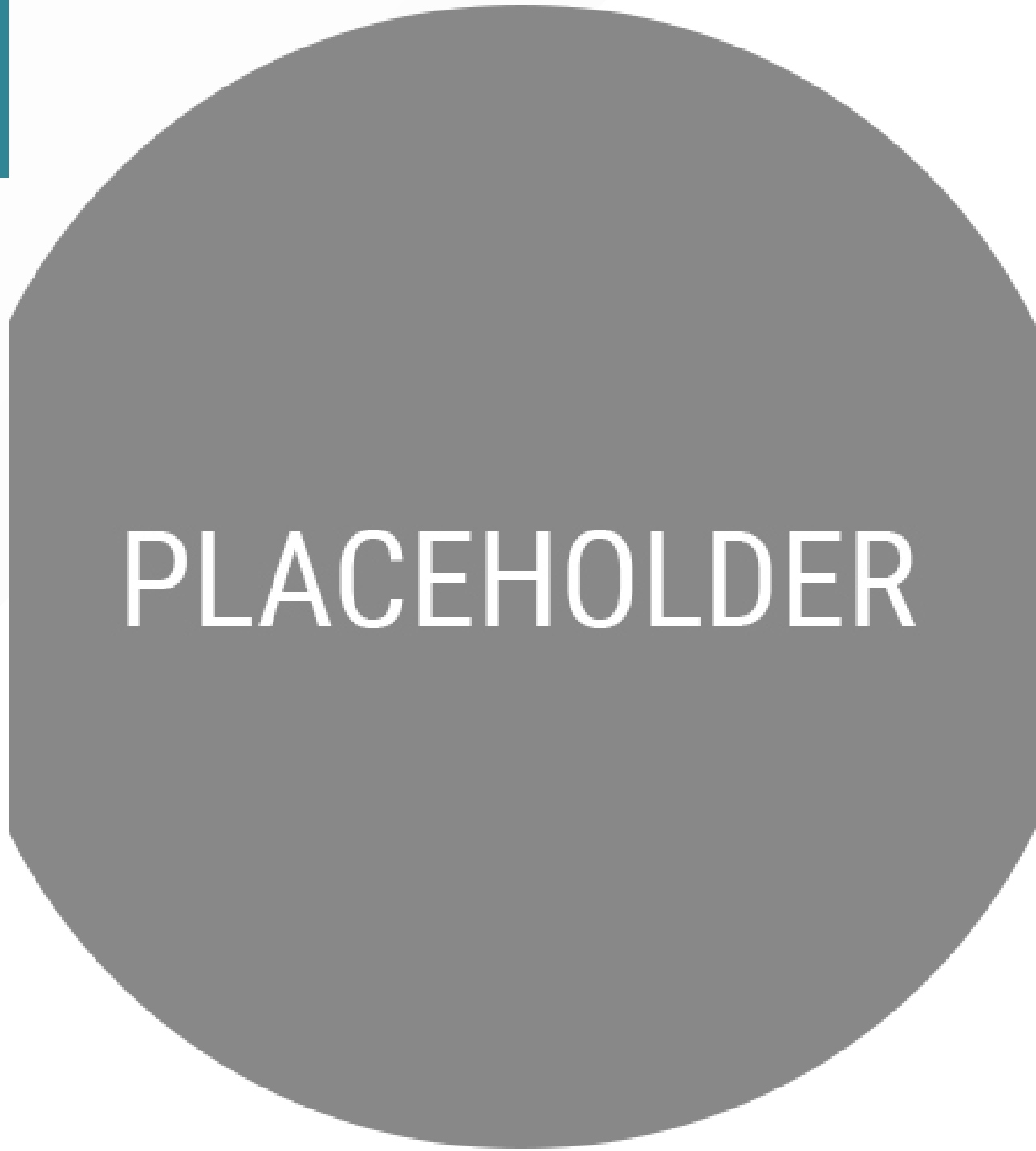
## Subsection 4

Text

# Two Columns Image

## column 1

text



# Two Columns

## column 1

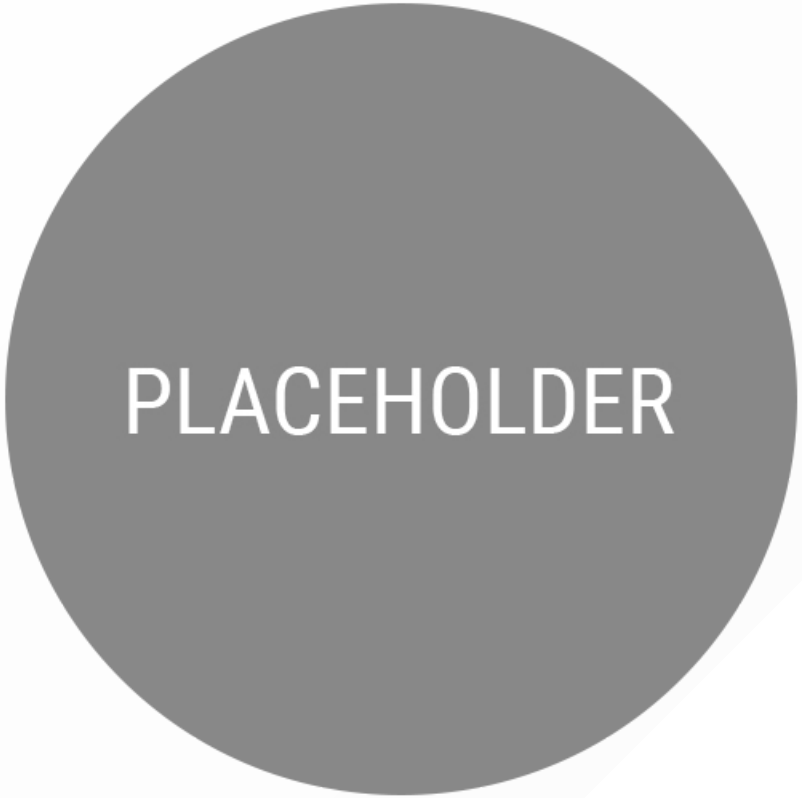
text

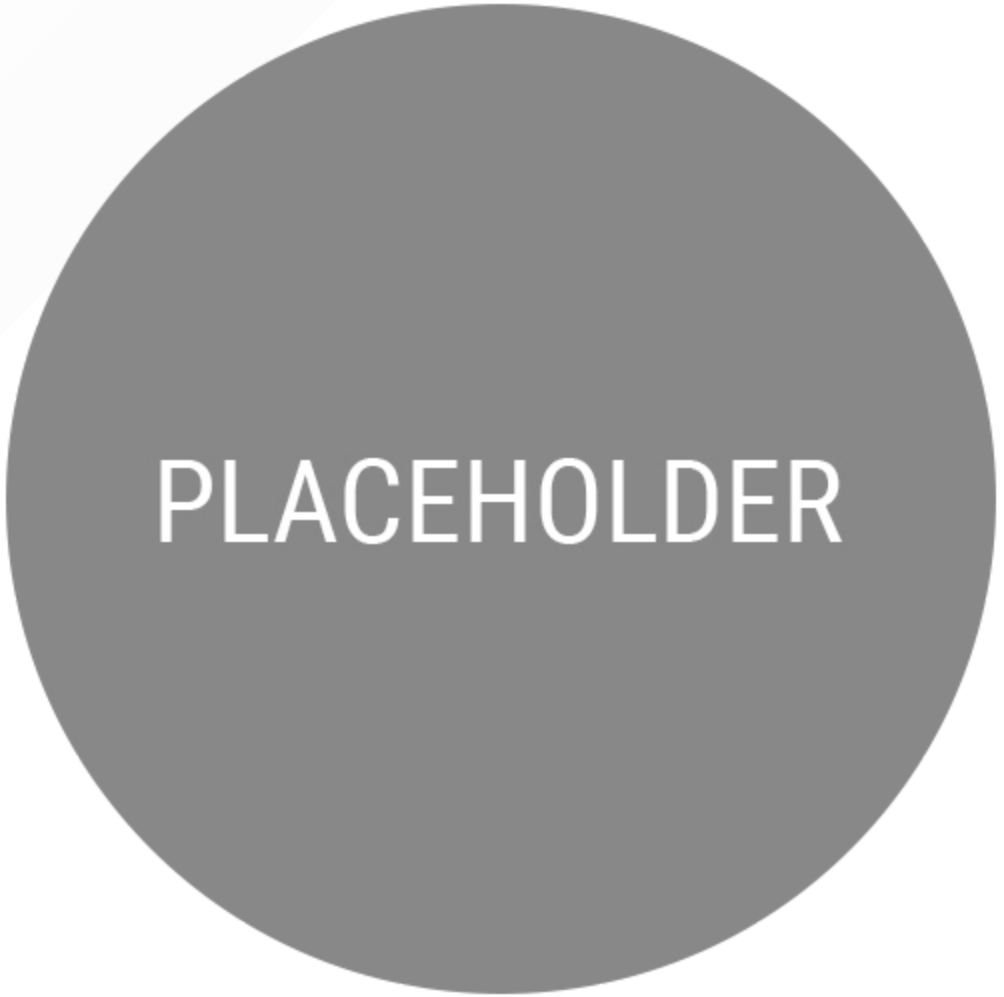
## column 2

text

# Two Columns With Centered Pictures

**picture 1**



# Three Columns

## column 1

text

## column 2

text

## column 3

text

# Four Columns

## column 1

text

## column 2

text

## column 3

text

## column 4

lorem ipsum
lorem ipsum
lorem ipsum
lorem ipsum
lorem ipsum
lorem ipsum

# Six Columns

## column 1

text

## column 2

text

## column 3

text

## column 4

text

## column 5

text

## column 6

text

# Eight Columns

## column 1

text

## column 2

text

## column 3

text

## column 4

text

## column 5

text

## column 6

text

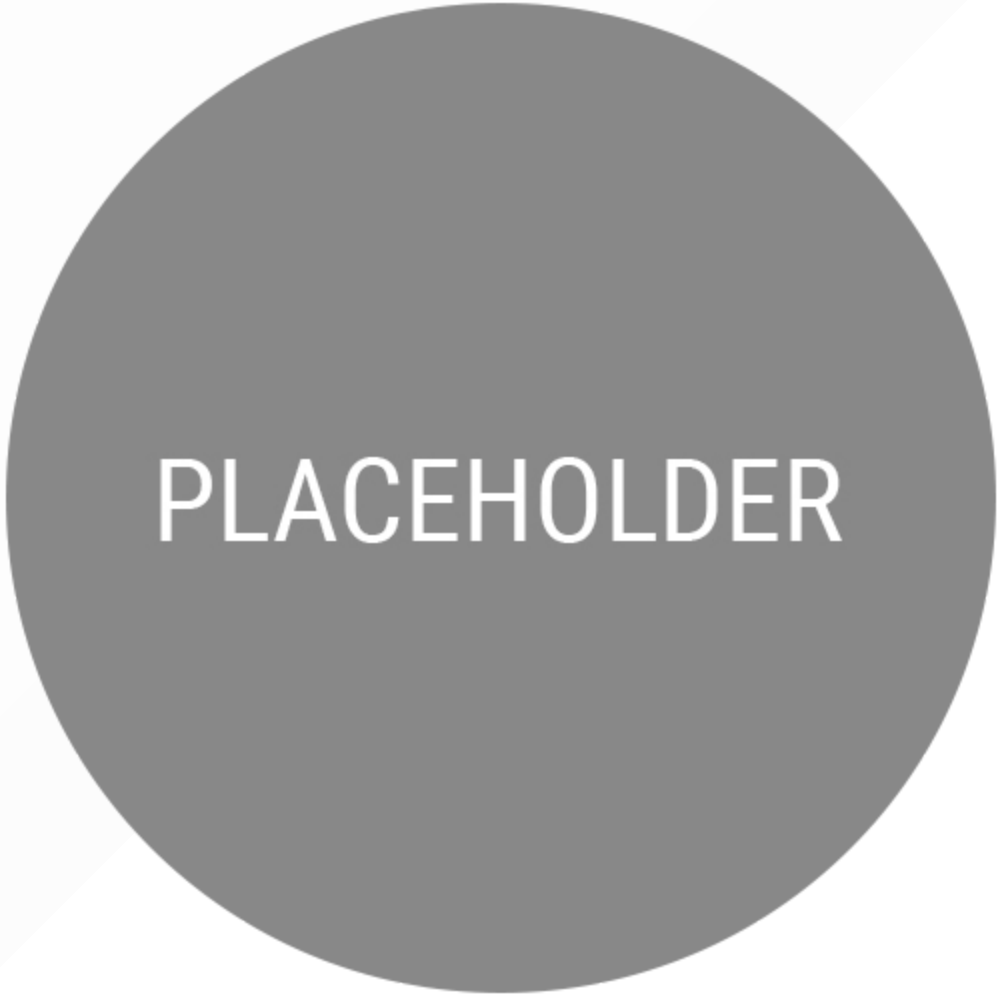
## column 7

text

## column 8

text

# Picture



# Table

| text | text | text | text |
|---|---|---|---|
| text | text | text | text |
| text | text | text | text |
| text | text | text | text |

“

Quote of the day

”

# Code

```
var foo = ""
```

Title of deck

# Autoscaling Code

```
bool getBit(int num, int i) {
    return ((num & (1<<i)) != 0);
}

bool getBit(int num, int i) {
    return ((num & (1<<i)) != 0) + ((num & (1<<i)) != 0) + ((num & (1<<i)) != 0) + ((num & (1<<i)) != 0) + ((num & (1<<i)) != 0);
}

bool getBit(int num, int i) {
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;int i = 0;
        int i = 0;
        int i = 0;int i = 0;

        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;
        int i = 0;int i = 0;
        int i = 0;
        int i = 0;int i = 0;

    return ((num & (1<<i)) != 0);
    popo

}
```

# Math

Text text .....:

$$I_{xx} = \int \int_R y^2 f(x,y) \cdot dydx$$

Text text .....:

$$f(x) = \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi$$

Conclusion

# Autoscaling Math

$$f(x) = \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi + \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi + \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi + \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi + \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi + \int_{-\infty}^{\infty} \hat{f}(\xi)\, e^{2\pi i \xi x}\, d\xi$$


# Summary

This is the summary of presentation

# Thank You

Author
mail@email.com
www.author.com
@Twitter