Literate Programming

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    While reading Physically Based Rendering, I came across this section on literate programming.

1 My Projects

I found out about this after I had already finished my first ray tracing project, and I had already started two others.

    My interpretation of this is that you explain pieces of code, which after you can explain how they come together.

    And fortunately, I wrote this all in Org mode, which seems to support literate programming.

2 Testing

To do this, I need a code block and a few header args - I want to ultimately export the result as a file.

    So here are some imports that I may want to explain.

```
#include <iostream>
#include <vector>
```

    Now that I am done explaining, I'll put it in my very skeleton main function.

```
<<imports>>

int main() {
  return 0;
}
```