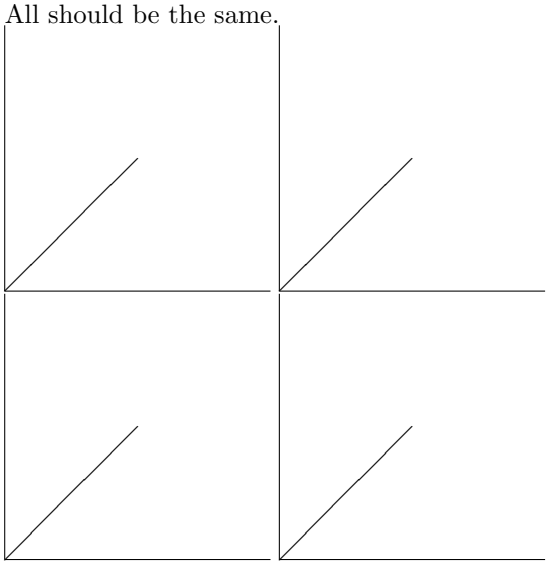
1 Basic

Math: $a = b$ _____

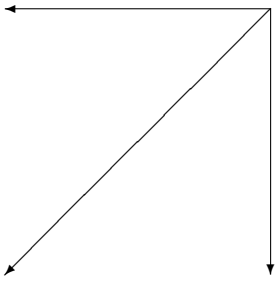
2 Pictures

2.1 Lines:

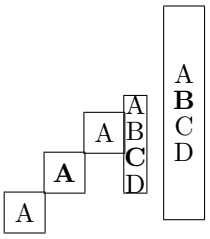
using integers, scaling with floats, LaTeXcounters, TeX counters.
All should be the same.



2.2 Vectors:



2.3 Boxes;



A

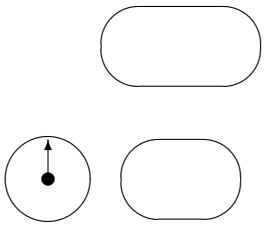
x x x

2.4 Box positioning

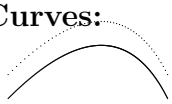
Xg vs. Xg vs. Xg vs. Xg vs. Xg vs. Xg

Xg	Xg	Xg	Xg	Xg	Xg
Xg	Xg	Xg	Xg	Xg	Xg
Xg	Xg	Xg	Xg	Xg	Xg
Xg	Xg		Xg	Xg	

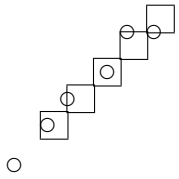
2.5 Circles:



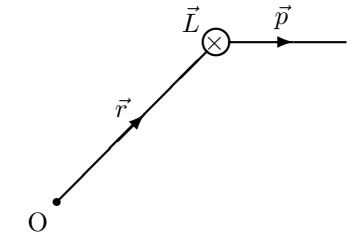
2.6 Curves:



2.7 Repeats:



3 User Examples



Impressive, eh?

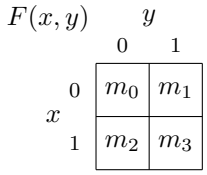


Figure 1: Mapping of two-variable minterms on a Karnaugh map.

4 DLMF Examples

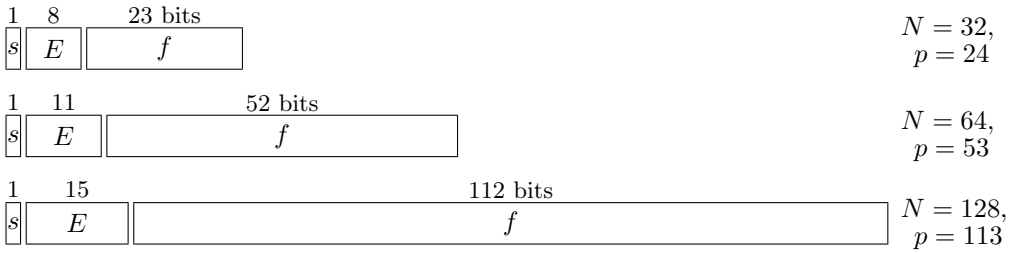
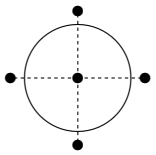
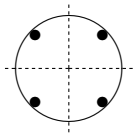
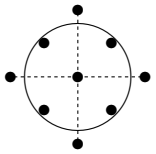
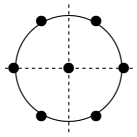
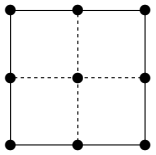
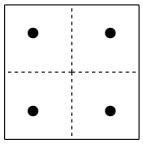
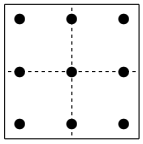


Figure 2: Floating-point arithmetic. Representation of data in the binary interchange formats for binary32, binary64 and binary128 (previously single, double and quad precision).

Table 1: Cubature formulas for disk and square.

Diagram	(x_j, y_j)	w_j	R
	$(0,0)$ $(\pm h, 0)$ $(0, \pm h)$	$\frac{1}{2}$ $\frac{1}{8}$ $\frac{1}{8}$	$O(h^4)$
	$(\pm\frac{1}{2}h, \pm\frac{1}{2}h)$	$\frac{1}{4}$	$O(h^4)$
	$(0,0)$ $(\pm h, 0),\ (0, \pm h)$ $(\pm\frac{1}{2}h, \pm\frac{1}{2}h)$	$\frac{1}{6}$ $\frac{1}{24}$ $\frac{1}{6}$	$O(h^8)$
	$(0,0)$ $(\pm\frac{1}{3}\sqrt{6}h, 0)$ $(\pm\frac{1}{6}\sqrt{6}h, \pm\frac{1}{2}\sqrt{2}h)$	$\frac{1}{4}$ $\frac{1}{8}$ $\frac{1}{8}$	$O(h^6)$
	$(0,0)$ $(\pm h, 0),\ (0, \pm h)$ $(\pm h, \pm h)$	$\frac{4}{9}$ $\frac{1}{9}$ $\frac{1}{36}$	$O(h^4)$
	$(\pm\frac{1}{3}\sqrt{3}h, \pm\frac{1}{3}\sqrt{3}h)$	$\frac{1}{4}$	$O(h^4)$
	$(0,0)$ $(\pm\sqrt{\frac{3}{5}}h, 0),\ (0, \pm\sqrt{\frac{3}{5}}h)$ $(\pm\sqrt{\frac{3}{5}}h, \pm\sqrt{\frac{3}{5}}h)$	$\frac{16}{81}$ $\frac{10}{81}$ $\frac{25}{324}$	$O(h^6)$