

## Problem 1

Answer to the problem goes here.

1. Problem 1 part 1 answer here.
2. Problem 1 part 2 answer here.

Here is an example typesetting mathematics in L<sup>A</sup>T<sub>E</sub>X

$$X(m, n) = \left\{ \begin{array}{ll} x(n), & \text{for } 0 \leq n \leq 1 \\ \frac{x(n-1)}{2}, & \text{for } 0 \leq n \leq 1 \\ \log_2 \lceil n \rceil & \text{for } 0 \leq n \leq 1 \end{array} \right\} = xy$$

3. Problem 1 part 3 answer here.

Here is an example of how you can typeset algorithms. There are many packages to do this in L<sup>A</sup>T<sub>E</sub>X.

Algorithm 1: Caption for code

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```
from package import Class # Mesh required for..  
  
cinstance = Class.from_obj('class.obj')  
cinstance.go()
```

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4. Problem 1 part 4 answer here.

Here is an example of how you can insert a figure.



Figure 1: Heidi attacked by a string.

## Problem 2