## Parte I

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 $\mathrm{EA}_{\mathrm{E}} \mathrm{X}$

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

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 $\mathrm{ET}_{\mathrm{E}} \mathrm{X}$.

| Algorithm 1: Caption for code |
| :--- |
| from package import Class \# Mesh required for.. |
| cinstance $=$ Class.from_obj ('class.obj') <br> cinstance.go() |

4. Problem 1 part 4 answer here.

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


Figura 1: Heidi attacked by a string.

## Parte II

