

## 1 Begin 1

Pretest (not): not

Mangle... BRACE: 1; begin-group character −.

AMP: 1; begin-group character &.

Test (not): not

## 2 Math 3

Pretest (not): not

Mangle... DOLLAR: 3; math shift character \$.

AMP: 3; math shift character &. Test (not): not

Test (equals): equals

Test (not): not

Test (equals): equals

But still acts like math:*a*.

## 3 Math 3 w/let

Pretest (not): not

Mangle... DOLLAR: 3; math shift character \$.

AMP: 13; math shift character \$.

Test (equals): equals

But still acts like math:*a*.

## 4 Math 3 w/let, uncatcode

Pretest (not): not

Mangle... DOLLAR: 3; math shift character \$.

AMP: 4; alignment tab character &. Test (not): not

But does NOT act like math.

## 5 Param 6

Pretest (not): not

Mangle... HASH: 6; macro parameter character #.

AMP: 6; macro parameter character &. Test (not): not

## 6 MathActive

Pretest (not): not

Mangle...

PRIME: 12; the character '.

AMP: 4; alignment tab character &. Test (not): not  
But works as prime? NO

## 7 Control Sequences

Compare 2 undefined control sequences: equals

Let one to relax: not

Let both to relax: equals

Test (equals): equals

Test (not): not

Test (not in math): *not*