
Section title with ESB stuff entity

Test some Symbol font characters:

My link Link text [<http://www.example.com/>]

My ulink Sagehill site [<http://www.sagehill.net>] and more.

This sentence has theta θ can be anywhere. This sentence can be anywhere. This sentence can be hyphenated anywhere. On the opposite this sentence shouldn't be hyphenated. This sentence can be hyphenated anywhere again.

The meaning of the word dog is explained in the following paragraph.

Dog is a fuzzy and pretty pet that wags its tail when it sees its owner.

This sentence can be hyphenated anywhere. This sentence can be also. On the opposite this sentence shouldn't be hyphenated. This sentence can be hyphenated anywhere again.

Greek small delta
Greek small theta
Greek small epsilon

Greek small delta δ
Greek small theta θ
Greek small epsilon ϵ

gcc is a C compiler [xref](#) and more.

ESB stuff provides a Maven plug-in and a number of Maven archetypes that make developing, packaging, and deploying applications easier. While the tooling forces you into working in a Maven project paradigm, it does provide you with a number of benefits. These benefits include:

Greek small delta δ Greek small epsilon ϵ

Example 1. Java syntax inline

```
package com.nwalsh.saxon;

&#x03B
import org.w3c.dom.*;

/**
 * <p>A class for maintaining information about callouts.</p>
 *
 * <p>To make processing callouts easier, they are parsed out of the
 * input structure and stored in a sorted array. (The array is sorted
 * according to the order in which the callouts occur.)</p>
 *
 * <p>This class is just the little record
 * that we store in the array for each callout.</p>
 */
public class Callout implements Comparable {
    /** The callout number. */
    private int callout = 0;
    /** The area Element item that generated this callout. */
    private Element area = null;
    /** The line on which this callout occurs. */
    private int line = 0;
    /** The column in which this callout appears. */
    private int col = 0;

    /** The constructor; initialize the private data structures. */
    public Callout(int callout, Element area, int line, int col) {
        this.callout = callout;
        this.area = area;
        this.line = line;
        this.col = col;
    }

    /**
     * <p>The compareTo method compares this Callout with another.</p>
     *
     * <p>Given two Callouts, A and B, A < B if:</p>
     *
     * <ol>
     * <li>A.line < B.line, or</li>
     * <li>A.line = B.line && A.col < B.col, or</li>
     * <li>A.line = B.line && A.col = B.col && A.callout < B.callout</li>
     * <li>Otherwise, they're equal.</li>
     * </ol>
     */
}
```

Add a really long line to see if it will wrap if the wrap option is turned on, and i
Addareallylonglinetoseeifitwillwrapifthewrapoptionisturnedon,andifnot,whynotandIwond

Une belle section

Des informations tres interessantes.

Une jolie section

Reportez-vous a the section called “Une belle section”