Foo, Bar, and Qux: Exploring Variable Naming

Bio724D: Fall 2023

2023-09-10

Markup

This slides illustrates how various standard markup will look:

- Body text
- *Emphasized text*
- **Bold text**
- `Verbatim text`
- Level one item
  - Subitem

Code

Here is a code block, illustrating fonts and syntax highlighting.

Note that for the default option in this template is **not** to evaluate code.

```
x <- c(0, 1, 2, 4, 6, 8)

l <- 1 # can you distinguish l and 1?
O <- 0 # can you distinguish O and 0?

mean(x)

hypotenuse <- function(x, y) {
  sqrt(x^2 + y^2)
}
```

Math

Inline Math

Inline math looks like this: $\bar{x} = \frac{1}{n}\sum_{i=1}^{n} x_i$

Display Math

Display math looks like this

$$\bar{x} = \frac{\sum_{i=1}^{n} x_i}{n}$$

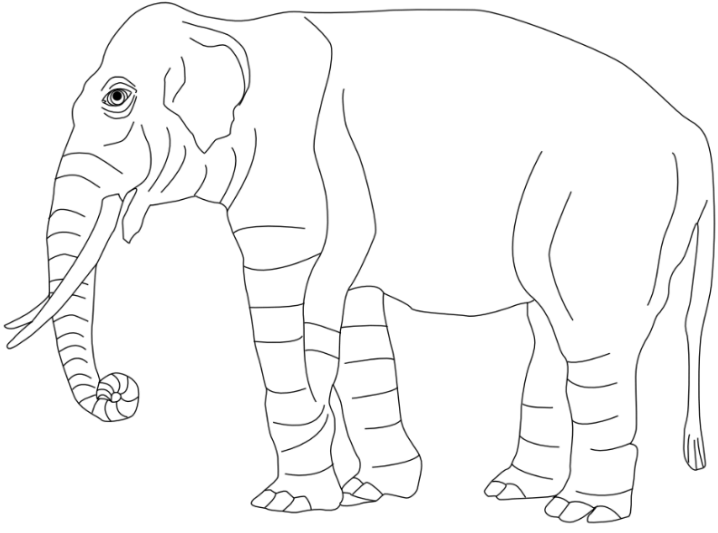


Figure 1: A line drawing of an elephant.

Tables

Here are some table examples

Table 1: Fruit prices

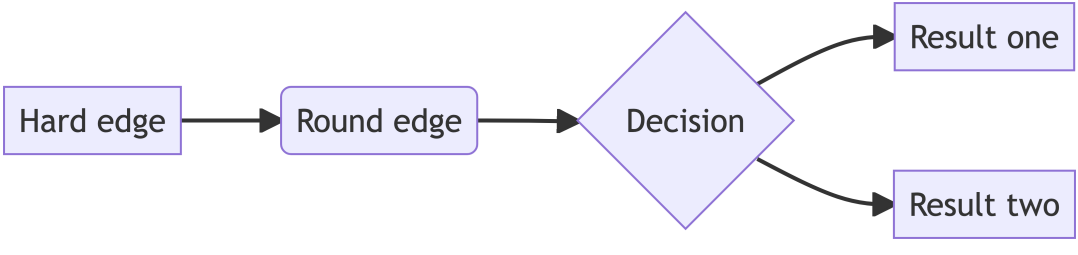
fruit	price
apple	2.05
pear	1.37
orange	3.09

Table 2: Fruit prices with column widths

fruit	price
apple	2.05
pear	1.37
orange	3.09

Mermaid Diagrams

We can include flow charts generated by the Mermaid diagram tool (see https://quarto.org/docs/authoring/diagrams.html).



Callout blocks

Note

Note that there are five types of callouts, including: `note`, `warning`, `important`, `tip`, and `caution`.

Tip with Title

This is an example of a callout with a title.

Caution

Be careful when writing code like this! Nothing prevents you from overwriting standard varaibles

```
mean <- function(x) { sum(x)/length(x)}
mean(1:10)  # call your mean
base::mean(1:10)  # call built-in mean
```