

doc-tcc — documentação de tcc parte da classe utfpr-pg*

(not set)[†]

Released 2014/04/18

1 Documentação de TCC

Abstract

==== Put abstract text here. ====

1.1 Utilização

==== Put descriptive text here. ====

`\dummyMacro` This macro does nothing. It is merely an example. If this were a real macro, you would put a paragraph here describing what the macro is supposed to do, what its mandatory and optional arguments are, and so forth.

`dummyEnv` This environment does nothing. It is merely an example. If this were a real environment, you would put a paragraph here describing what the environment is supposed to do, what its mandatory and optional arguments are, and so forth.

1.2 Implementação

```
1 <*class>
2 \LoadClass[a4paper,fleqn]{abntex2}
```

`\dummyMacro` This is a dummy macro. If it did anything, we'd describe its implementation here.

```
3 \newcommand{\dummyMacro}{}
6 }
```

`dummyEnv` This is a dummy environment. If it did anything, we'd describe its implementation here.

```
4 \newenvironment{dummyEnv}{%
5 }{%
6 }
```

Don't use % to introduce a code comment within a `macrocode` environment. Instead, you should typeset all of your comments with LaTeX—doing so gives much prettier results. For comments within a macro/environment body, just do an `\end{macrocode}`, include some commentary, and do another `\begin{macrocode}`. It's that simple.

```
6 }
```

```
7 \endinput
8 </class>
```

2 Change History

v1.00	log entry to show what a change
General: First public release 1	<i>within</i> an environment definition
v1.00a	looks like. 1
dummyEnv: Added a spurious change	

*This file describes version v1.00, last revised 2014/04/18.

[†]E-mail: (not set)

3 Index

Numbers written in italic refer to the page where the corresponding entry is described; numbers underlined refer to the code line of the definition; numbers in roman refer to the code lines where the entry is used.

D		<code>\dummyMacro</code> <i>1</i> , <u>3</u>	environments:
doing nothing	<i>1</i>	<code>dummyEnv</code>	<i>1</i> , <u>4</u>
<code>dummyEnv</code> (environment)		E	
	<i>1</i> , <u>4</u>	<code>\endinput</code>	<i>7</i>
		<code>\LoadClass</code>	<i>2</i>
		L	