Exercise: Creating Tables in \LaTeX

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See if you can recreate the tables in this document.

1 Numerology

Numerology is not recognised as a science. Table 1 below shows the numerical value of each letter of the alphabet. By adding the values of the letters in your name (mod 10), some numerologists claim that you find your lucky number, and predict a good match with a prospective partner if their name has the same numerical value. Try it out and see.

1	2	3	4	5	6	7	8	9
A	\mathbb{B}	\mathbb{C}	\mathbb{D}	\mathbb{E}	\mathbb{F}	G	\mathbb{H}	I
J	\mathbb{K}	L	M	N	0	\mathbb{P}	Q	\mathbb{R}
S	T	U	\mathbb{V}	W	\mathbb{X}	Y	\mathbb{Z}	

Table 1: Numerology Table

2 Accounting

When displaying accounts for a client, it is useful to think carefully about alignment so that figures are more meaningful. Table 2 has all of its columns centred and as such a figure like £30.23 looks larger to the eye than £302, thus making it harder to spot important features.

Income	Expenditure	Balance	
balance o	£320.26		
£12.98		£333.24	
	£302	£31.24	
	£30.23	£1.01	
£2.99		£4.00	
	£1.97	£2.03	
curre	£2.03		

Table 2: Accounts for July 2019

More careful alignment in table 3 alleviates this problem — the entries at the decimal point.

Income	Expenditure	Balance	
balance	£320.25		
£12.98		£333.23	
	£302.	£31.24	
	£30.23	£1.01	
£2.99		£4.00	
	£1.97	£2.03	
cu	£2.03		

Table 3: Accounts for July 2019 aligned at decimal point

3 Game Theory

Game theory is a science, and is used in all sorts of fields including economics, politics, and evolutionary biology.

		Player 1		
		A	$\mid B \mid$	
Player 2	\overline{A}	(1, 1)	(-1,3)	
	\overline{B}	(2,1)	(-1, -1)	

Table 4: Payoff Values for a 2-player game

Table 4 above shows the payoffs for the two players in a simple game. This can be analysed to find optimum strategies for both players.