Creating presentation using **Latex**

September 3, 2019

Beamer class

- ► To start our presentation we need to set the document class to beamer.
- Syntax:

\documentclass{beamer}

Adding slides

- ▶ To add slides in we use the frame environment..
- Syntax:

```
\begin{frame}....\end{frame}
```

Adding a titlepage

- ► On our title slide we need to add title, subtitle, author, institute and date information.
- Syntax:

```
\title{<Title>}
\subtitle{<Subtitle>}
\author{<Author Name>}
\institute{<Institute Name>}
\date{\today}
```

To make this work we use: \titlepage

- Lists are a common way to present information in presentations and they're very easy to set up.
- Syntax:

```
\begin{itemize}....\end{itemize}
```

► To set up different bullets we use:

```
...\item
```

Pictures

➤ To add figure we use \begin{figure}....\end{figure}

➤ To specify file name and caption for image we use

```
\includegraphics[scale=0.5]{<figure_name>}
\caption{<caption_name>}
```

Themes

- ► To add themes we use
 - \usetheme or \usecolortheme
- ▶ Different themes available:
 - Boadilla, Madrid, Antibes, Hannover, etc
- Different colorthemes available:
 - http://deic.uab.es/~iblanes/
 beamer_gallery/index_by_color.html

Mathematical Equation

- Basic equations in LATEX can be easily "programmed"
- ➤ To put your equations in inline mode use one of these delimiters:

```
\(\), $ $ or \begin{math} \end{math}.

They all work and the choice is a matter of taste.
```

For Example: $x^2 + y^2 = z^2$ i.e Pythagoras theorem is written in Latex as $(x^2 + y^2 = z^2)$

► Also complex equations:

$$\int_{a}^{b} x^{2} dx$$

as

$${\frac{a}^{b} x^2 dx}$$

$$d(x,y) = \sqrt{\sum_{i=1}^{n} (p_i - q_i)^2}$$
$$d(x,y) = \sum_{i=1}^{n} |p_i - q_i|$$

Also complex equations:

$$\int_{a}^{b} x^{2} dx$$

as

$$\int_{a}^{b} x^2 dx$$

Biblography

- ► For biblography we create a .bib file
- ▶ We write citation details in that file
- ► Then we use

```
\cite{citation name}
where we want to give reference number and
\bibliography{file_name}
\bibliographystyle{ieeetr}
at the end of file inside frame environment
```