

# COMP110: Principles of Computing

## 4: LaTeX



# Converting types



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- ▶ In **strongly typed** languages, the type of a variable must be **declared**
  - ▶ Examples: C#, C++, Java

# Weak typing (example in Python)

```
x = 7
# Now x has type int

x = "hello"
# Now x has type string
```



# Strong typing (example in C#)

```
int x = 7;  
// x is declared with type int  
  
x = "hello";  
// Compile error: cannot convert type "string" to "int"
```

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  - ▶ `str(1 + 1 == 2)` → `"True"`
  - ▶ `int("123")` → `123`
  - ▶ `int("five")` gives an error

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- ▶ Can add int and float:  $2 + 3.1 \rightarrow 5.1$
- ▶ Can add two strings: `"COMP" + "110" → "COMP110"`
- ▶ Can't add string and int: `"COMP" + 110 → error`



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- ▶ E.g. in JavaScript, `"COMP" + 110`  $\rightarrow$  `"COMP110"`
- ▶ The integer `110` is implicitly converted to a string `"110"` to make the addition work
- ▶ Equivalent in Python with explicit casts:  
`"COMP" + str(110)`

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# Introducing LaTeX



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- ▶ Automatic tools for managing bibliographies (BibTeX)

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  - ▶ Windows: MikTeX
  - ▶ MacOS: MacTeX
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- ▶ Online services e.g. Overleaf (should also work on iPad / Android)

# Workshop Activity

- ▶ Go to <https://www.overleaf.com> and sign up for a free account
- ▶ Go to <https://www.latex-tutorial.com/tutorials/> and work through the tutorials
- ▶ Please prioritise the following tutorials (look at the others afterwards if you have time):
  - ▶ 01 Your first document
  - ▶ 02 Document structure (sections and paragraphs)
  - ▶ 03 Packages
  - ▶ 05 Adding pictures
  - ▶ 07 Bibliography
  - ▶ 13 Source code highlighting
  - ▶ 16 Hyperlinks
  - ▶ 17 Lists