Cheatsheet for 001-001-basics.tex

```
\mathcal{L}
\exCalL
                            roman
\exMathrm
\exTexttt
                            typed
\langle exX \rangle
\exSmall
                            x
\exSmaller
\exEqualA
                            \mathcal{L} = \text{roman}
                            \mathcal{L} = \mathrm{roman}
\exEqualB
\ensuremath{\texttt{\c EqualC}}
                            \mathcal{L} = \text{roman} = 3 = x = y
\exOpsA
                            x < y, \ x \le y, \ x \ne y, \ x \ge y, \ x > y, \ \pi \simeq 3.14
\ex0psB
                            x < y < z < \dots
\ex0psC
                            x \le y \le z \le \dots
\ex0psD
                            x \neq y \neq z \neq \dots
                            x \ge y \ge z \ge \dots
\ex0psE
\ex0psF
                            x > y > z > \dots
\ex0psG
                            x \simeq y \simeq z \simeq \dots
\exProdA
                            xy
\exProdB
                            x.y
\exProdC
                            x \times y
\exExpr
                            \frac{1 + \frac{1}{-x + y^{x-y} + xy}}{1 + \sigma^2/-x + y^{x-y} + xy}
\exFlatExpr
\exDef
\exSequence
\exGroup
                            \overline{(x+y)}, (x+y), (x+y)
\exDecorationA
                            (x+y)^{-1}, (x+y)^{T}, (x+y)^{\star}, (x+y)^{+}, (x+y)^{-1}, (x+y)'', (x+y)'''
\exDecorationB
\exDecorationC
                            xy, x \times y, x^y, x_y, x_y^{\sigma}
\exIndexExponent
                            x^2y^3x^n12345
\exCat
                            x^2y^3x^n 12345
\exKat
                            x^2, y^3, x^n, 1, 2, 3, 4, 5
\exSeq
                            x^2, y^3, x^n, 1, 2, 3, 4, 5
\exSek
\backslash exFunc
                            f_{\sigma, i}^{\pi}(x, y, i, n, \pi)
                            (x, y, i, 3)hello world
\exText
                             n n+1 n+2
                                        x^2
\exLayout
                                               3
```