Cheatsheet for 001-001-basics.tex

```
\mathcal{L}
\exCalL
\exMathrm
                                                roman
\exEqualA
                                                 \mathcal{L} = \mathrm{roman}
\exEqualB
                                                 \mathcal{L} = \mathrm{roman}
\exProdA
                                                xy
\exProdB
                                                 x.y
\exProdC
\exExpr
\ensuremath{\texttt{exDef}}

\begin{vmatrix}
\pi, x, \dots, y, 1 + \frac{\sigma^2}{-x + y^{x-y} + xy}, \dots \\
\left(n + \frac{1}{n}\right), \left(n + \frac{1}{n}\right)^{n} \\
(x+y), (x+y)^{-1}, (x+y)^{T}, (x+y)^{*}, (x+y)^{+}, (x+y)^{-}, (x+y)' \\
xy, x \times y, x^{y}, x_{y}, x_{y}^{\sigma} \\
x^{2}y^{3}x^{n} \\
x^{2}y^{3}x^{n} \\
f^{\pi} \cdot (x - y)^{-1}, (x - y)^{-1}
\end{vmatrix}

\exApprox
\ensuremath{\setminus} \mathtt{exSequence}
\backslash \texttt{exGroup}
\exDecoration
\exIndexExponent
\exCat
\backslash \texttt{exKat}
                                                f_{\sigma, i}^{\pi}(x, y, i, n, \pi)
\backslash exFunc
                                                (x, y, i, 3)hello world
\backslash exText
                                                   n \quad n+1 \quad n+2
\ensuremath{\texttt{\sc VexLayout}}
                                                    1
                                                                2
                                                                                 3
```