A quick intro to LATEX

These slides are made using LATEX and I'll show you the source later:)

Felix Farquharson

Group Project CS2SOMETHING

October 13, 2012

Outline

- 1 What is LATEX then?
 - Removing the design from the data...
 - Why it's better.
- 2 And how?
 - Intro to commands.
 - Resources

00

Good practice?

the theory

It is good structure to split the design from the content because they are two seperate things.

LATEX is a typesetting program, you heard about it brefly in CS101 last year. It helps to ensure a document is consistant.



And how?

But why is this better?

- LATEX allows us to define just the information as it is relavant.
- In some cases the design is part of the information. LATEX allows us some control over the look and feel of the information. But it makes sure everything is consistent and keeps references up to date for us.
- it allows easier version controll in our situation, because it is based on text files.

Is this better?

Questions?

Are there any questions on why we would want to use LATEX before we move on to how to use it?

how do i use it?

example document

```
\documentclass[12pt]{article}
^^ set the class (article is basic)
\begin{document} << begin the code for
   the document
\title{sample doc} << sets the title
\maketitle << makes a title page
\section{introduction}
\subsection{first}
This << ignores the whitespace
is the first part. \\ << explicit newline.
This is the second line.
\end{document} << end the document
```

Useful resources

```
http://www.maths.tcd.ie/~dwilkins/LaTeXPrimer/
```

```
http://www.uncg.edu/cmp/reu/presentations/Charles%20Batts%20-%20Beamer%20Tutorial.pdf
```

I couldn't find the template, please let me know if you find it.