beamer examples created with beamer 3.x

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Tutorial

Contents

- Tutorial: Euclid's Presentation
 - Creating a Simple Frame
 - Creating Simple Overlays
 - Structuring a Frame
 - Verbatim Text

What Are Prime Numbers?

A prime number is a number that has exactly two divisors.

- ▶ 2 is prime (two divisors: 1 and 2).
- 3 is prime (two divisors: 1 and 3).
- ▶ 4 is not prime (three divisors: 1, 2, and 4).

- ▶ 2 is prime (two divisors: 1 and 2).
- 3 is prime (two divisors: 1 and 3).
- ▶ 4 is not prime (three divisors: 1, 2, and 4).

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- ▶ 2 is prime (two divisors: 1 and 2).
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- ▶ 4 is not prime (three divisors: 1, 2, and 4).

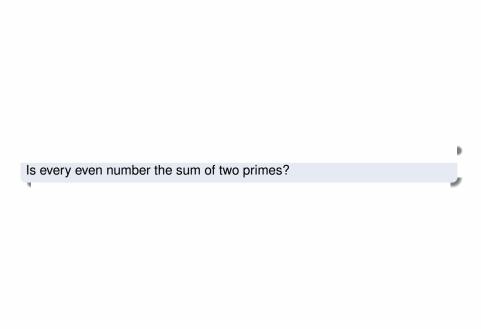
Suppose p were the largest prime number.
Thus q+1 is also prime and greater than p.

Suppose p were the largest prime number.
Let q be the product of the first p numbers.
Thus q+1 is also prime and greater than p.

- Suppose *p* were the largest prime number.
- 2 Let q be the product of the first p numbers.
- Then q+1 is not divisible by any of them.
- Thus q + 1 is also prime and greater than p.

- 1 Suppose *p* were the largest prime number.
- 2 Let *q* be the product of the first *p* numbers.
- Then q+1 is not divisible by any of them.
- Thus q + 1 is also prime and greater than p.

The proof used reductio ad absurdum.



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What's Still To Do?

- ► Answered Questions
 - ► How many primes are there?
- Open Questions
 - Is every even number the sum of two primes?

Is every even number the sum of two primes? [1]

```
int main (void)
  std::vector<bool> is prime (100, true);
  for (int i = 2; i < 100; i++)
    if (is prime[i])
        std::cout << i << " ";
        for (int j = i; j < 100;
            is_prime [j] = false, j+=i);
  return 0;
```

```
int main (void)
{
  std::vector<bool> is_prime (100, true);
  for (int i = 2; i < 100; i++)</pre>
```

```
int main (void)
{
  std::vector<bool> is_prime (100, true);
  for (int i = 2; i < 100; i++)
     if (is_prime[i])
     {</pre>
```

```
int main (void)
 std::vector<bool> is_prime (100, true);
 for (int i = 2; i < 100; i++)
    if (is_prime[i])
        std::cout « i « " ";
        for (int j = i; j < 100;
             is_prime [j] = false, j+=i);
return 0;
```

```
int main (void)
 std::vector<bool> is prime (100, true);
 for (int i = 2; i < 100; i++)
    if (is_prime[i])
        std::cout « i « " ";
        for (int j = i; j < 100;
             is_prime [j] = false, j+=i);
return 0;
```

Note the use of std::.

Howtos

Contents

- 2 How To Uncover Things Piecewise
 - Uncovering an Enumeration Piecewise
 - Hilighting the Current Item in an Enumeration
 - Changing Symbol Before an Enumeration
 - Uncovering Piecewise

How To Uncover Things Piecewise

Uncovering an Enumeration Piecewise
Hilighting the Current Item in an Enumeration
Changing Symbol Before an Enumeration
Uncovering Piecewise

► First point.

- ► First point.
- ► Second point.

- ► First point.
- Second point.
- ► Third point.
- ► First point.
- Second point.
- ► Third point.

- First point.
- Second point.
- ► Third point.
- ► First point.
- Second point.
- ► Third point.
- ► First point.
- Second point.

- First point.
- Second point.
- ► Third point.
- ► First point.
- Second point.
- ► Third point.
- ► First point.
- Second point.
- ► Third point.

How To Uncover Things Piecewise

Uncovering an Enumeration Piecewise Hilighting the Current Item in an Enumeration Changing Symbol Before an Enumeration Uncovering Piecewise

► First point.

- ► First point.
- ► Second point.

- ► First point.
- Second point.
- ► Third point.

or

- ► First point.
- Second point.
- ► Third point.

How To Uncover Things Piecewise

Uncovering an Enumeration Piecewise
Hilighting the Current Item in an Enumeration
Changing Symbol Before an Enumeration
Uncovering Piecewise

g a ballot First point.

► First point.

g a ballot Second point.

- ► First point.
- Second point.
- g a ballot Third point.

and

- First point.
- Second point.
- g a ballot Third point.

In the following example, more and more items become "checked" from slide to slide:

- g a ballot First point.
 - Second point.
 - ► Third point.

In the following example, more and more items become "checked" from slide to slide:

- g a ballot First point.
- g a ballot Second point.
 - ► Third point.

In the following example, more and more items become "checked" from slide to slide:

- g a ballot First point.
- g a ballot Second point.
- g a ballot Third point.

In the following example, more and more items become "checked" from slide to slide:

- g a ballot First point.
- g a ballot Second point.
- g a ballot Third point.

Uncovering Tagged Formulas Piecewise

$$A = B \tag{1}$$

$$=C \tag{2}$$

$$= D \tag{3}$$

Uncovering Tagged Formulas Piecewise

$$A = B \tag{1}$$

$$=C \tag{2}$$

$$= D \tag{3}$$

Uncovering Tagged Formulas Piecewise

$$A = B \tag{1}$$

$$=C \tag{2}$$

$$= D \tag{3}$$

Uncovering a Table Rowwise

Class	Α	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Uncovering a Table Rowwise

Class	Α	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Uncovering a Table Rowwise

Class	Α	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Class	Ā	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Class	Ā	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Class	Ā	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Class	Ā	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Building a Presentation

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- 3 Creating Overlays
- 4 Structuring a Presentation: The Interactive Global Structure
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- 6 Animations, Sounds, and Slide Transitions

- 3 Creating Overlays
- 4 Structuring a Presentation: The Interactive Global Structure
- 5 Structuring a Presentation: The Local Structure
- 6 Animations, Sounds, and Slide Transitions
- 7 Adding Notes

- Shown from first slide on.
- Shown from second slide on.
 - Shown from second slide on.
 - Shown from third slide on.
- Shown from third slide on.
- Shown from fourth slide on.

- Shown from first slide on.
- Shown from second slide on.
 - Shown from second slide on.
 - Shown from third slide on.
- Shown from third slide on.
- Shown from fourth slide on.

- Shown from first slide on.
- Shown from second slide on.
 - Shown from second slide on.
 - Shown from third slide on.
- Shown from third slide on.
- Shown from fourth slide on.

- ► Shown from first slide on.
- Shown from second slide on.
 - Shown from second slide on.
 - Shown from third slide on.
- Shown from third slide on.
- Shown from fourth slide on.

- Shown from first slide on.
- Shown from fifth slide on.

- ► Shown from first slide on.
- Shown from second slide on.
 - Shown from second slide on.
 - Shown from third slide on.
- Shown from third slide on.
- Shown from fourth slide on.

- Shown from first slide on.
- Shown from fifth slide on.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This line is bold on all three slides. This line is bold only on the second slide. This line is bold only on the third slide.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

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The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This line is inserted only on slide 1.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This line is inserted only on slide 2.

Shown on first slide.

- Still shown on the second and third slide.
- Shown from slide 4 on.

Shown from slide 4 on.

Shown on first slide. Shown on second and third slide.

- Still shown on the second and third slide.
- Shown from slide 4 on.

Shown from slide 4 on.

Shown on first slide. Shown on second and third slide.

- Still shown on the second and third slide.
- Shown from slide 4 on.

Shown from slide 4 on.

Shown on first slide.

- Still shown on the second and third slide.
- Shown from slide 4 on.

Shown from slide 4 on. Shown on all slides.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Same ef ect as the following command. Same ef ect as the previous command. previous command.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Same ef ect as the following command. Same ef ect as the

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Same ef ect as the following command. Same ef ect

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Shown on 1, 2 Shown on 1, 2, 4

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Shown on 1, 2 Shown on 1, 2, 4

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Shown on 3, 4 Shown on 3, 5

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Shown on 3, 4 Shown on 1, 2, 4

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Shown 5, 6, 7, ... Shown on 3, 5

- ► First item.
- Second item.
- Third item.
- Fourth item.

- ► First item.
- Second item.
- Third item.
- Fourth item.

- ▶ First item.
- Second item.
- ► Third item.
- Fourth item.

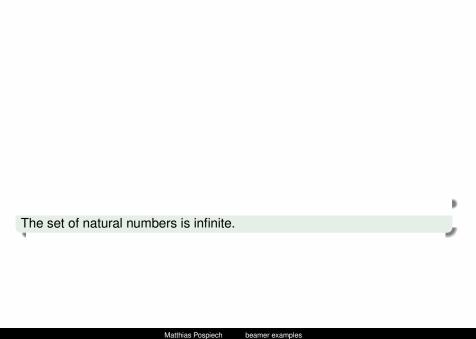
- ▶ First item.
- Second item.
- ▶ Third item.
- ▶ Fourth item.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

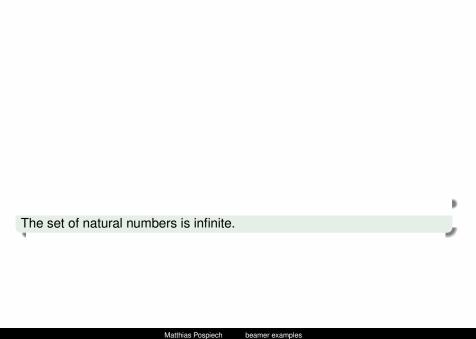
The first and main point.

- The first and main point.
- The second point.

- 0. A zeroth point, shown at the very end.
- The first and main point.
- 2 The second point.



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The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This line is always shown.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This line is always shown. This line is inserted on slide 2.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This [word] is in round brackets on slide 2 and in square brackets on slide 1.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This (word) is in round brackets on slide 2 and in square brackets on slide 1.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Some text for the first slide. Possibly several lines long.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Replacement on the second slide.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Some text for the first slide. Possibly several lines long.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

Replacement on the second slide. Supressed for handout.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

This text is shown the same way as the text below. same way as the text above.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

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The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

► Apple

Creating Overlays Structuring a Presentation: The Interactive Global Structure Animations, Sounds, and Slide Transitions

- ▶ Apple▶ Peach

Creating Overlays Structuring a Presentation: The Interactive Global Structure Animations, Sounds, and Slide Transitions

- ApplePeach
- ► Plum

- Apple
- ► Peach
- ► Plum
- ► Orange

- Apple
- ► Peach
- ► Plum
- ▶ Orange
- ► Apple

- Apple
- ► Peach
- ► Plum
- ▶ Orange
- ► Apple
- Peach

- Apple
- ► Peach
- ► Plum
- ▶ Orange
- ► Apple
- ► Peach
- ► Plum

- Apple
- ► Peach
- ► Plum
- ▶ Orange
- ► Apple
- ▶ Peach
- ► Plum
- ▶ Orange

- Apple
- ► Peach
- ► Plum
- ▶ Orange
- ► Apple
- ▶ Peach
- ▶ Plum
- Orange
- This is important.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

- Apple
- ▶ Peach
- ▶ Plum
- ▶ Orange
- ► Apple
- ▶ Peach
- ▶ Plum
- ▶ Orange
- ► This is important.
- ► We want to highlight this and this.

The Pause Commands Commands with Overlay Specifications Environments with Overlay Specifications Dynamically Changing Text or Images Advanced Overlay Specifications

- Apple
- ▶ Peach
- ► Plum
- ▶ Orange
- ▶ Apple
- ▶ Peach
- ► Plum
- Orange
- ► This is important.
- ▶ We want to highlight this and this.
- ▶ What is the matrix?

► First item.

- ► First item.
- Second item.

- ► First item.
- Second item.
- ▶ Third item.

▶ Jump to second slide

► First item.

- ► First item.
- Second item.

- ► First item.
- Second item.
- ▶ Third item.

▶ Jump to second slide

...

→ Skip proof



Creating Overlays
Structuring a Presentation: The Interactive Global Structure
Structuring a Presentation: The Local Structure
Animations, Sounds, and Slide Transitions
Adding Notes

Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

There are three important points:

1 A first one,

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Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

- 1 A first one,
- 2 a second one with a bunch of subpoints,
 - first subpoint. (Only shown from second slide on!).

- 1 A first one,
- 2 a second one with a bunch of subpoints,
 - first subpoint. (Only shown from second slide on!).
 - second subpoint added on third slide.

- A first one,
- 2 a second one with a bunch of subpoints,
 - first subpoint. (Only shown from second slide on!).
 - second subpoint added on third slide.
 - third subpoint added on fourth slide.

- 1 A first one,
- a second one with a bunch of subpoints,
 - first subpoint. (Only shown from second slide on!).
 - second subpoint added on third slide.
 - third subpoint added on fourth slide.
- 3 and a third one.

Creating Overlays
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Addition Nates

Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

► This is shown from the first slide on.

► This is shown from the first slide on.

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Addin Notes

Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

- ► This is shown from the first slide on.
- ▶ This is shown from the second slide on.
- ► This is shown from the first slide on.

Structuring a Presentation: The Interactive Global Structure
Structuring a Presentation: The Local Structure
Animations, Sounds, and Slide Transitions
Adding Notes

Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

- ► This is shown from the first slide on.
- ► This is shown from the second slide on.
- This is shown from the third slide on.
- This is shown from the first slide on.

- ► This is shown from the first slide on.
- ▶ This is shown from the second slide on.
- This is shown from the third slide on.
- This is shown from the first slide on.
- ► This is shown from the fourth slide on.

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Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

short Some text.

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Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

short Some text. longest label Some text.

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short Some text.

longest label Some text.

long label Some text.

1 = 2.

The set $\{1,2,3,5\}$ has four elements.

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The set of natural numbers is infinite.

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A = B.

Creating Overlays
Structuring a Presentation: The Interactive Global Structure
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Animations, Sounds, and Slide Transitions

Itemizations, Enumerations, and Descriptions Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

Two lines. One line (but aligned).

Fadeout Frame

anomations only work in full screen mode in Acrobat Reader! This text (and all other frame content) will fade out when the second slide is shown. This even works with colored text.

Animations Created by Showing Slides in Rapid Succession Slide Transitions

Fadeout Frame

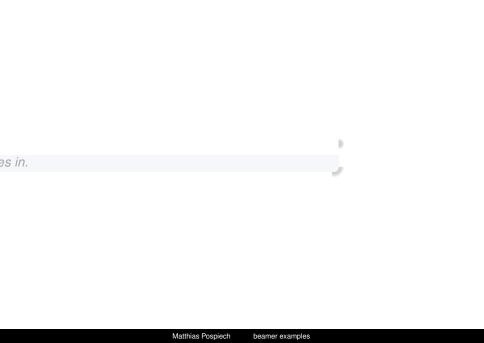
anomations only work in full screen mode in Acrobat Reader! This text (and all other frame content) will fade out when the second slide is shown This even works with colored text.

Animations Created by Showing Slides in Rapid Succession Slide Transitions

Fadeout Frame

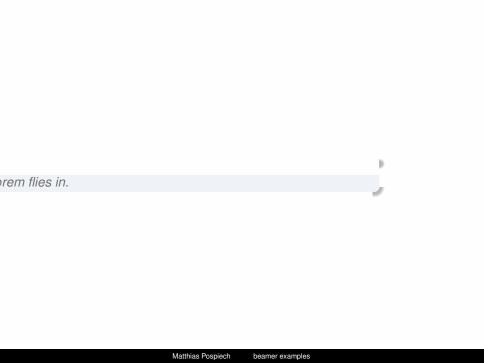
anomations only work in full screen mode in Acrobat Reader!





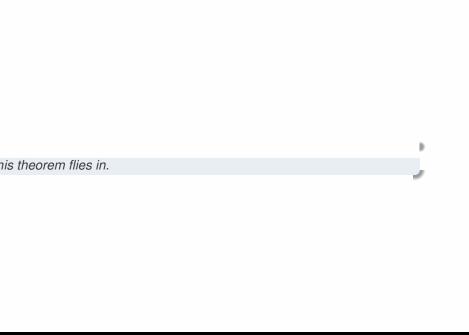


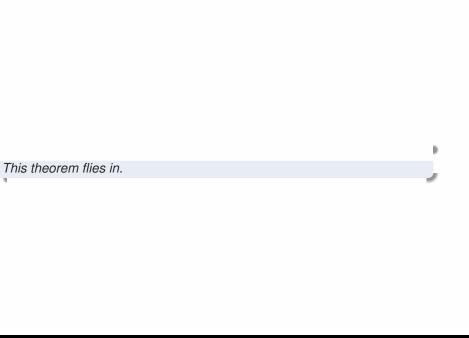










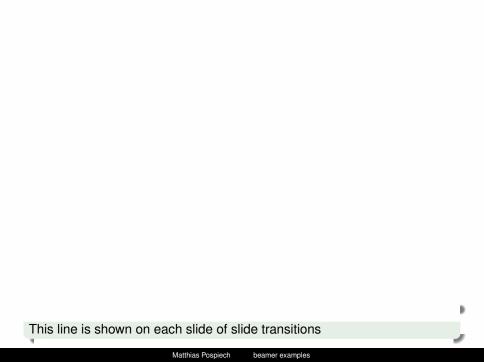


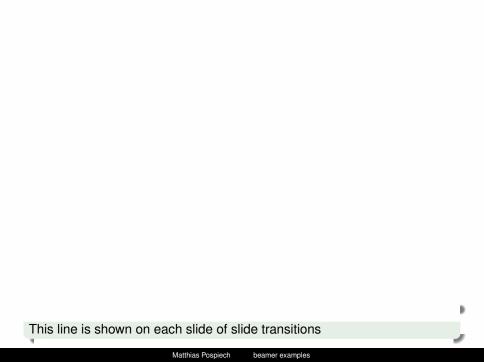
This theorem flies in.

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This theorem flies in.





Creating Overlays
Structuring a Presentation: The Interactive Global Structure
Structuring a Presentation: The Local Structure
Animations, Sounds, and Slide Transitions
Adding Notes

► Eggs

Creating Overlays
Structuring a Presentation: The Interactive Global Structure
Structuring a Presentation: The Local Structure
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Adding Notes
Adding Notes

- ► Eggs
- ► Plants

Creating Overlays
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- ► Eggs
- ▶ Plants
- ► Animals

Creating Overlays
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beamericon ar [Goldbach, 1742] Christian Goldbach.

A problem we should try to solve before the ISPN '43 deadline, *Letter to Leonhard Euler*, 1742.