beamer examples created with beamer 3.x

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Teil I

Tutorial

Contents

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

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

Definition

A prime number is a number that has exactly two divisors

Example

- 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).

Definition

A prime number is a number that has exactly two divisors

Example

▶ 2 is prime (two divisors: 1 and 2).

Definition

A prime number is a number that has exactly two divisors

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- 2 is prime (two divisors: 1 and 2).
- 3 is prime (two divisors: 1 and 3).

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A prime number is a number that has exactly two divisors

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- 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).

The proof uses reductio ad absurdum.

Theorem

There is no largest prime number.

Beweis.

1 Suppose p were the largest prime number.

Thus q+1 is also prime and greater than p.



The proof uses reductio ad absurdum.

Theorem

There is no largest prime number.

Beweis.

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



The proof uses reductio ad absurdum.

Theorem

There is no largest prime number.

Beweis.

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



The proof uses reductio ad absurdum.

Theorem

There is no largest prime number.

Beweis.

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

The proof used reductio ad absurdum.

What's Still To Do?

Answered Questions

How many primes are there?

Open Questions

Is every even number the sum of two primes?

What's Still To Do?

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

What's Still To Do?

Answered Questions

How many primes are there?

Open Questions

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>
```

```
return 0;
```

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

```
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::.

Teil II

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

First point.

First point.

- First point.
- Second 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.

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

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

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

► First point.

or

► First point.

- First point.
- ► Second point.

or

- First point.
- Second point.

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

or

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

g a ballot First point.

and

g a ballot First point.

First point.

g a ballot Second point.

and

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

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

Uncovering Tagged Formulas Piecewise

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

$$=C$$
 (2)

Uncovering Tagged Formulas Piecewise

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

$$=C$$
 (2)

$$= D \tag{3}$$

Uncovering a Table Rowwise

	9 -			•
Class	Α	В	С	D
Χ	1	2	3	4

Uncovering a Table Rowwise

Class	A	В	С	D
Χ	1	2	3	4
Υ	3	4	5	6

Uncovering a Table Rowwise

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

Class	Α
Χ	1
Υ	3
Z	5

Α	В
1	2
3	4
5	6
	1 3

Class	Α	В	С
Χ	1	2	3
Υ	3	4	5
Z	5	6	7

Ä	В	С	D
1	2	3	4
3	4	5	6
5	6	7	8
	1 3	1 2 3 4	1 2 3 3 4 5

Teil III

Building a Presentation

Contents

3 Creating Overlays

- 3 Creating Overlays
- 4 Structuring a Presentation: The Interactive Global Structure

- 3 Creating Overlays
- 4 Structuring a Presentation: The Interactive Global Structure
- 5 Structuring a Presentation: The Local Structure

- 3 Creating Overlays
- 4 Structuring a Presentation: The Interactive Global Structure
- 5 Structuring a Presentation: The Local Structure
- 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

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

Shown from first slide on.

The Pause Commands
Commands with Overlay Specifications
Environments with Overlay Specifications

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

The Pause Commands
Commands with Overlay Specifications
Environments with Overlay Specifications
Departments of the Paul Specifications

- 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.

The Pause Commands

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

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

Adding Notes

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

Shown from fourth slide on.

The Pause Commands

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

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

Adding Notes

- 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 Specification
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 Specification
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 Specification
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

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.

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

Shown on first slide.

Shown on all slides.

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

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

Still shown on the second and third slide.

Shown on all slides.

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

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

Still shown on the second and third slide.

Shown on all slides.

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

Shown on first 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 Specification
Dynamically Changing Text or Images
Advanced Overlay Specifications

Same effect as the following command. Same effect as the previous command.

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

Same effect as the following command. Same effect as the previous command.

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

Same effect as the following command. Same effect as the previous command.

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

1 The first and main point.

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

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

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

A Theorem on Infinite Sets

Theorem

There exists an infinite set.

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

A Theorem on Infinite Sets

Theorem

There exists an infinite set.

Example

The set of natural numbers is infinite.

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

A Theorem on Infinite Sets

Theorem There exists an infinite set.

Beweis.

This follows from the axiom of infinity.

Example

The set of natural numbers is infinite.

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 Specification
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 Specification:
Dynamically Changing Text or Images
Advanced Overlay Specifications

Replacement on the second slide.

The Pause Commands
Commands with Overlay Specifications
Environments with Overlay Specification:
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 Specification 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.

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

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

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

Apple

Creating Overlays

Animations, Sounds, and Slide Transitions

Advanced Overlay Specifications

- ApplePeach

Creating Overlays Structuring a Presentation: The Interactive Global Structure Structuring a Presentation: The Legal Structure

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

- Apple
- Peach
- Plum

- Apple
- Peach
- ► Plum
- Orange

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

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

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

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

- 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 Specification
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?

Adding Hyperlinks and Buttons

First item.

Jump to second slide

Adding Hyperlinks and Buttons

- First item.
- Second item.

▶ Jump to second slide

- First item.
- Second item.
- Third item.

▶ Jump to second slide

Adding Hyperlinks and Buttons

First item.

Jump to second slide

Adding Hyperlinks and Buttons

- First item.
- Second item.

▶ Jump to second slide

- First item.
- Second item.
- Third item.

▶ Jump to second slide

Theorem

...



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

Adding Hyperlinks and Buttons

Theorem	

Beweis.	

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

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

- 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.

- 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.
- 3 and a third one.

This is shown from the first 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 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 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.

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

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

short Some text.

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

short Some text.

longest label Some text.

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

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.

long label Some text.

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 Description Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

Definition

A set consists of elements.

Wrong Theorem

1 = 2.

Definition

A set consists of elements.

Wrong Theorem

1 = 2.

Example

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

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

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

A Theorem on Infinite Sets

Theorem

There exists an infinite set.

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 Description Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

A Theorem on Infinite Sets

Theorem

There exists an infinite set.

Beweis.

This follows from the axiom of infinity.

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 Description Block Environments Theorem Environments Framed and Boxed Text Splitting a Frame into Multiple Columns

A Theorem on Infinite Sets

Theorem There exists an infinite set. Beweis.

This follows from the axiom of infinity.

Example (Natural Numbers)

The set of natural numbers is infinite.

beamer examples

Matthias Pospiech

Typesetting a postit:

Place me somewhere!

Theorem

A = B.

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

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

Two lines. One line (but aligned).

Animations Created by Showing Slides in Rapid Succession Slide Transitions

Fadeout Frame

Animations Created by Showing Slides in Rapid Succession Slide Transitions

Fadeout Frame

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.

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.

Fadeout Frame

anomations only work in full screen mode in Acrobat Reader!

Flying Theorems (You Really Shouldn't!)

Theorem

This theorem flies out.

Flying Theorems (You Really Shouldn't!)

Theorem

This theorem flies out.

Theorem

This theorem flies out.

neorem

nis theorem flies out.

orem

theorem flies out.

111.

em

eorem flies out.

es in.

rem flies out.

flies in.

m flies out.

m flies in.

flies out.

rem flies in.

es out.

em

eorem flies in.

out.

orem

theorem flies in.

neorem

nis theorem flies in.

Flying Theorems (You Really Shouldn't!)

Theorem

This theorem flies in.

Theorem

This theorem flies in.

Flying Theorems (You Really Shouldn't!)

Theorem

This theorem flies in.

Example (examples for Slide Transitions)

Slide Transitions only work in full screen mode in Acrobat Reader!

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Slide Transitions only work in full screen mode in Acrobat Reader!

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Example (examples for Slide Transitions)

Slide Transitions only work in full screen mode in Acrobat Reader!

Example (examples for Slide Transitions)

Eggs

- Eggs
- Plants

- Eggs
- ► Plants
- Animals



[Goldbach, 1742] Christian Goldbach.

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