

COMP110: Principles of Computing **Title of lecture**

Learning outcomes

By the end of this session you will

- Understand a thing
- Understand another thing
- ► Be convinced that LATEX makes better-looking slides than PowerPoint

- ▶ Point number 1
- Point number 2
 - "pause" is optional at the end of items
 - Or it can be included
 - Like this

- Point number 1
- ► Point number 2
 - "pause" is optional at the end of items
 - Or it can be included
 - Like this

- ► Point number 1
- Point number 2
 - "pause" is optional at the end of items
 - Or it can be included
 - Like this

- ► Point number 1
- Point number 2
 - "pause" is optional at the end of items
 - Or it can be included
 - ► Like this





Part heading

Pseudocode

```
procedure Euclid(a, b)r \leftarrow a \mod br \leftarrow a \mod br \leftarrow a \mod bwhile r \neq 0 dor \leftarrow a \mod ba \leftarrow ba \leftarrow bb \leftarrow ra \leftarrow a \mod bend whilea \leftarrow b \mod breturn a \leftarrow b \mod ba \leftarrow b \mod bend procedurea \leftarrow b \mod b
```

Code listing: Python

Code listing: C++

```
// My first C++ program
#include <iostream>
int main(int argc, char** argv)
{
    std::cout << "Hello, world!" << std::endl;
    return 0;
}</pre>
```

You can also refer to code in text, as in this->example().