Sample document

Awesome subtitle

Your Name your@mail.com

42 Staff pedago@42.fr

Summary: *This document is a sample and an introduction to* LaTeX *and the homebrew style class from* *42.*

Contents

Chapter I

Foreword

The forewords section of a `42` subject is usually not related in any way to the actual topic of the subject. The idea is to share some jokes (often questionable) or something that the community might be interested in.

As a consequence, let's use the forewords section of this sample `42` subject to introduce the contents of this document and its goals. In particular, the formating of a trivial `LaTeX` document and the normalized chaptering of our subjects. If you read this from the pdf, don't forget to open the source file (file `sample.en.tex`) next to this pdf, in order to see behind the scenes, and to understand which command generates which result. Otherwise, if you have started with the sources, congrats, that's the spirit ! But open the pdf (file `sample.en.pdf`) anyway.

What to do if the file `sample.en.pdf` is not available ? Easy, just compile the source file `sample.en.tex` using the shell command `make`. Please refer to the documentation to set up `LaTeX` on your system if needed.

If you're not familliar with `LaTeX`'s syntax, here is a fairly exhaustive list of everything you'll need to write your subject.

I.1 Example of section

I.1.1 Example of sub-section

This sub-section is empty.

I.1.2 A bullet point list

- what

- a

- wonderful

- list.

I.1.3 A descriptions list

Orange: Round and orange fruit.

Strawberry: Strawberry shaped fruit. Also red.

Cucumber: Phallus shaped and green vegetable.

I.1.4 An enumeration

An enumeration of the reasons why I like you:

1. You are smart.

2. Your are very talented.

3. Your are magnificent.

4. I'm a nice person.

I.1.5 Urls and links

If you have no clue how to insert links or urls in your document, search for an online explanation using Google. Please note that Google is available at www.google.com.

I.1.6   An info box

For information, please read this info box.

I.1.7   A hint box

You should read this hint box, really.

I.1.8   A warning box

Beware !   This is a warning box !

I.1.9   A `shell` snippet

```
$sudo rm -rf /
```

I.1.10   A `C` code snippet

```c
int main( void ) {

    puts( "hello world !" );
    return 0;
}
```

I.1.11   A `C++` code snippet

```cpp
int main( void ) {

    std::cout << "hello world !" << std::endl;
    return 0;
}
```

I.1.12   A picture !

I.1.13 Some special characters

Underscore : _

Ampersand : &

Dollar : $

Elipsis : ...

I.2 About chaptering

Each chapter of the pdf must be present in your subject, **including** the `Forewords` chapter. For your confort, the best way to use this sample `LaTeX` file is to copy it and rename it, then replace the provided descriptions by your own content.

> ⚠ If you are part of a company, the Forewords chapter is the best
> suited place to write about your business, the context of this
> project, introduce yourself and/ou your team, etc.

Chapter II

Introduction

Introduction is a presentation of the project outline. It is valued to provide some context and some ideas about what needs to be done. Thus reading these few lines, a student has access to a global overview.

Chapter III

Goals

This chapter introduces the pedagogical interests of your project, because in the end, a project is only a mean to explore and discover new topics. For instance our `42 C++` project `Nibbler`. Despite being just a simple `Snake` game, this project introduces the students to the creation of an API and some plugins for a `C++` program.

Chapter IV

General instructions

This chapter lists all basic instructions of a project. Language, restrictions, permissions, compilation, etc.

Chapter V

Mandatory part

Heart of the subject, the mandatory part describes in details the work expected and the possible tools and/or technologies required. The secret of a good subject is the balance between being specific and leaving a part to the interpretation and imagination. This balance is very important as it is the engine that fuels debates and argumentations during peer-evaluation.

Chapter VI

Exercise 00 : My First Method

	Exercise 00	
	Title	
Turn-in directory :		
Files to turn in : `my_first_method.rb`		
Notes : `n/a`		

Chapter VII

Bonus part

When a student invests time in a project and the goals are met, it's innate to will to go further ! The bonus section is here to satisfy such ambition. Of course, the bonus part is exclusively available if and only if the mandatory part is complete and perfect.

Chapter VIII

Turn-in and peer-evaluation

This part describes the conditions and instructions regarding the turn-in and the peer-evaluation of the project. If your project does not require odd turn-in or peer-evaluation instructions, feel free to use the following paragraph as it is:

Turn your work in using your `GiT` repository, as usual. Only work present on your repository will be graded in defense.