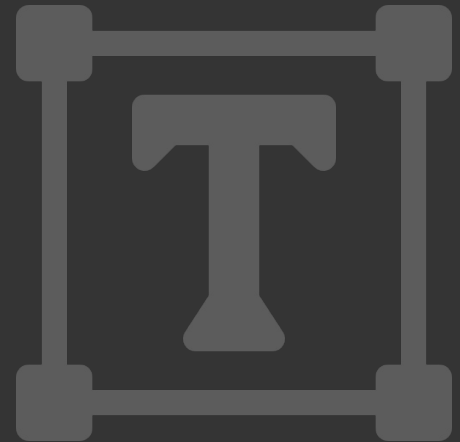


Editores de Texto

Conteúdo

- O que é um editor de texto
- Edição de texto - WYSIWYG
- Editores de texto e IDEs
- Qual editor usar (discussão)?
- Latex





Word

Documento 2 - Salvo no OneDrive

Torne-se premium



Arquivo

Página Inicial

Inserir

Layout

Referências

Revisão



Abrir no Aplicativo da Área de Trabalho



Pesquisar



Colar

Calibri (Corpo) 11



A[^] A^v A_o

N *I* S ~~ab~~ x₂ x²



AaBbCc

Normal

AaBbCc

Sem Espaçamei

AaBbCc

Título 1



Localizar

Substituir



Ditar

Desfazer

Área de Transferência

Fonte

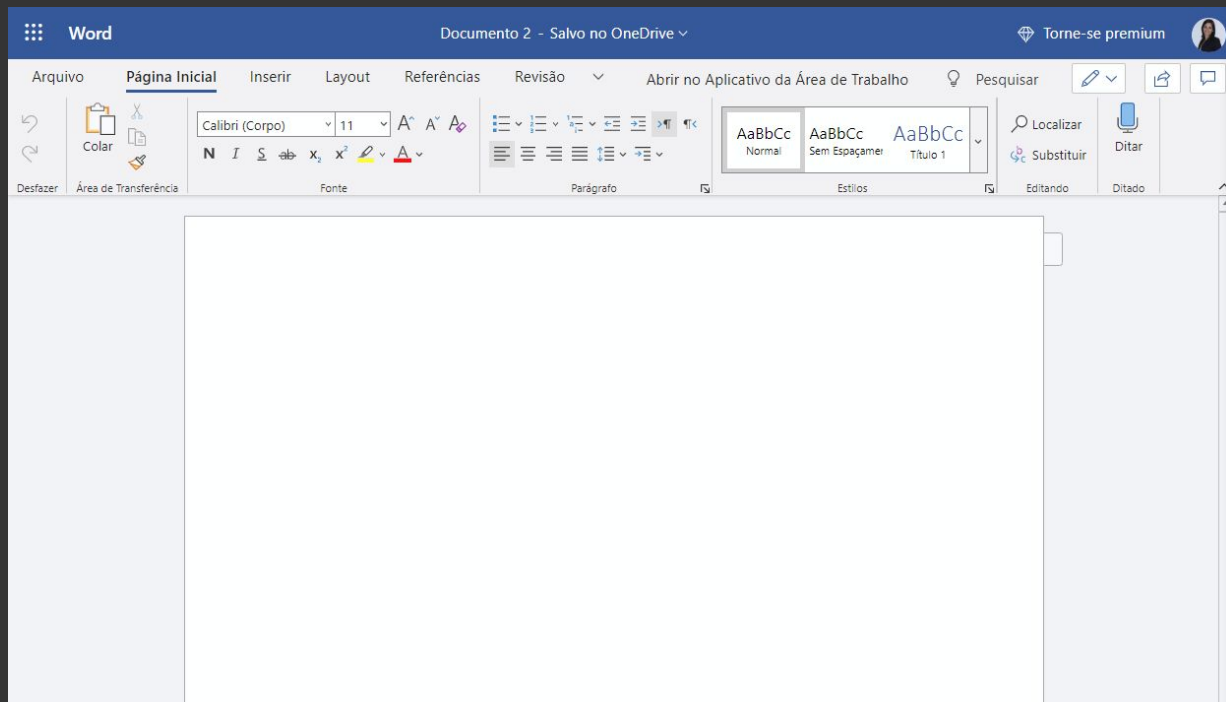
Parágrafo

Estilos

Editando

Ditado

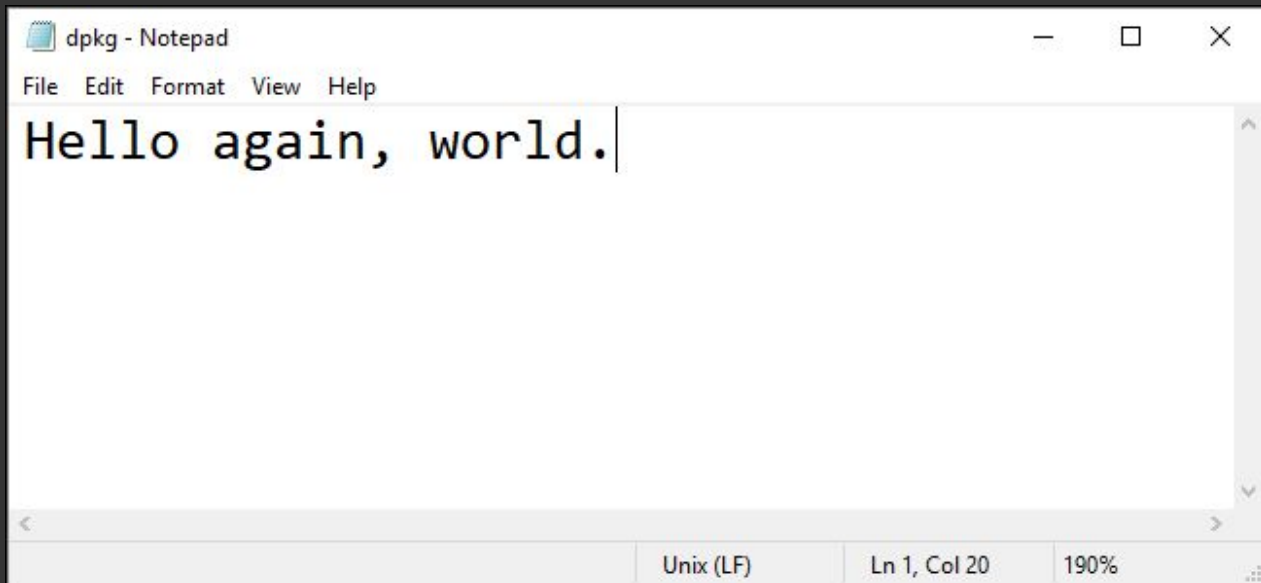


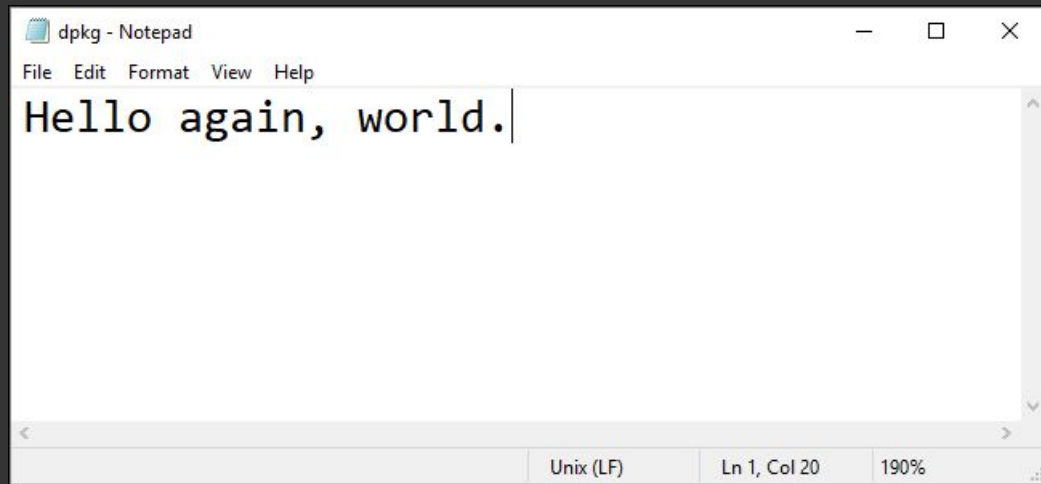


Microsoft Word

Processador
de texto

Editar texto e sua
aparência (formatação)





Bloco de notas
(Notepad)

Editor
de texto

Editar texto (sem
formatação)

Editor de texto

- Escrita e edição de texto (copiar, cortar, colar, desfazer, refazer) sem alteração de formatação
- Usado comumente para programação
- Normalmente, você pode digitar indefinidamente em uma mesma linha (a não ser que você clique em *Enter* para ir para a próxima linha)

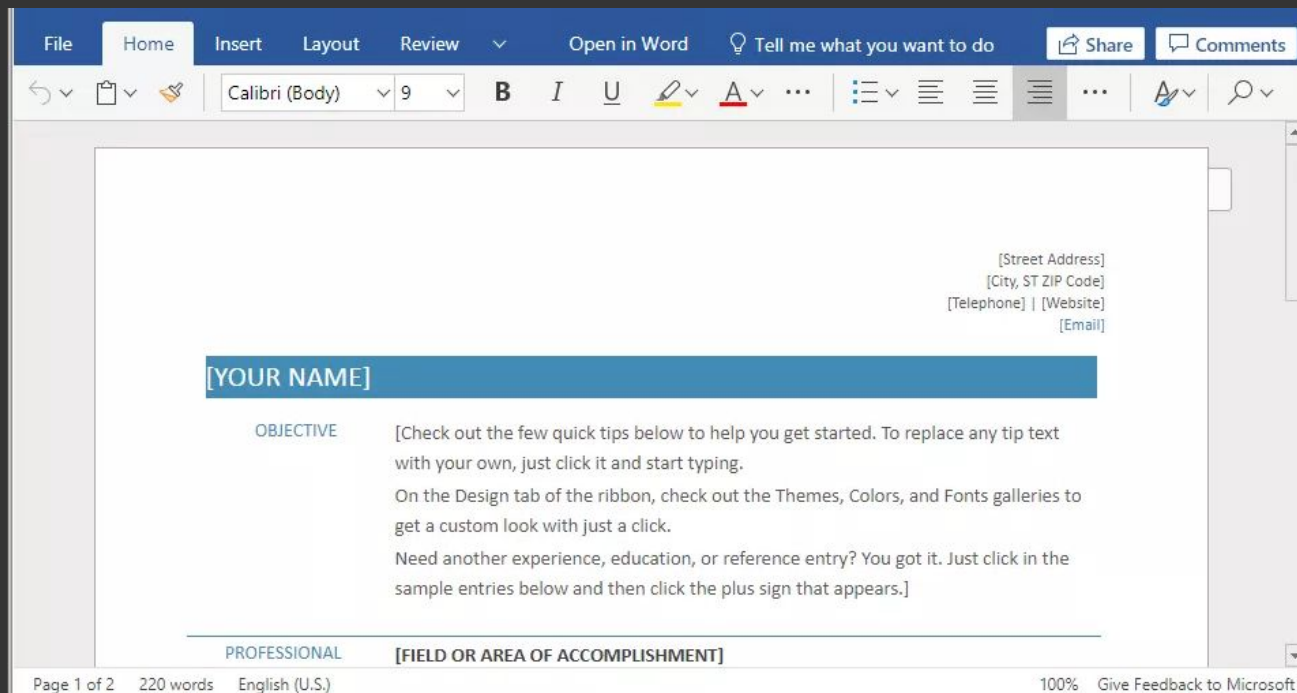
Processador de texto

- Escrita e edição de texto com várias funcionalidades, como formatação de texto (itálico, negrito, sublinhado, tamanho e estilo de fonte)
- Comumente, com correção automática de ortografia e gramática
- Disponibilidade de temas e modelos predefinidos para auxiliar a criação do documento

Edição de texto - WYSIWYG

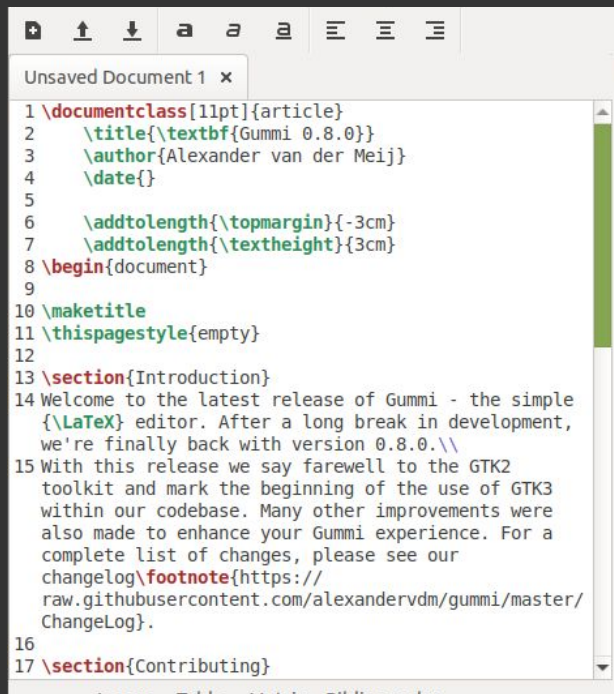
- Em termos de edição de texto, podemos estar ou não no modo WYSIWYG
- WYSIWYG significa *What You See Is What You Get* (ou *O Que Você Vê É O Que Você Obtém*)
- Neste modo, o que o usuário vê durante a edição é semelhante ao que seria o produto final do documento, por exemplo, como seria o documento impresso em papel ou como seriam os slides gerados
- É um modo mais *user-friendly* porquê o usuário não precisa usar (nem saber sobre) comandos de formatação

Edição de texto no modo WYSIWYG



Microsoft Word

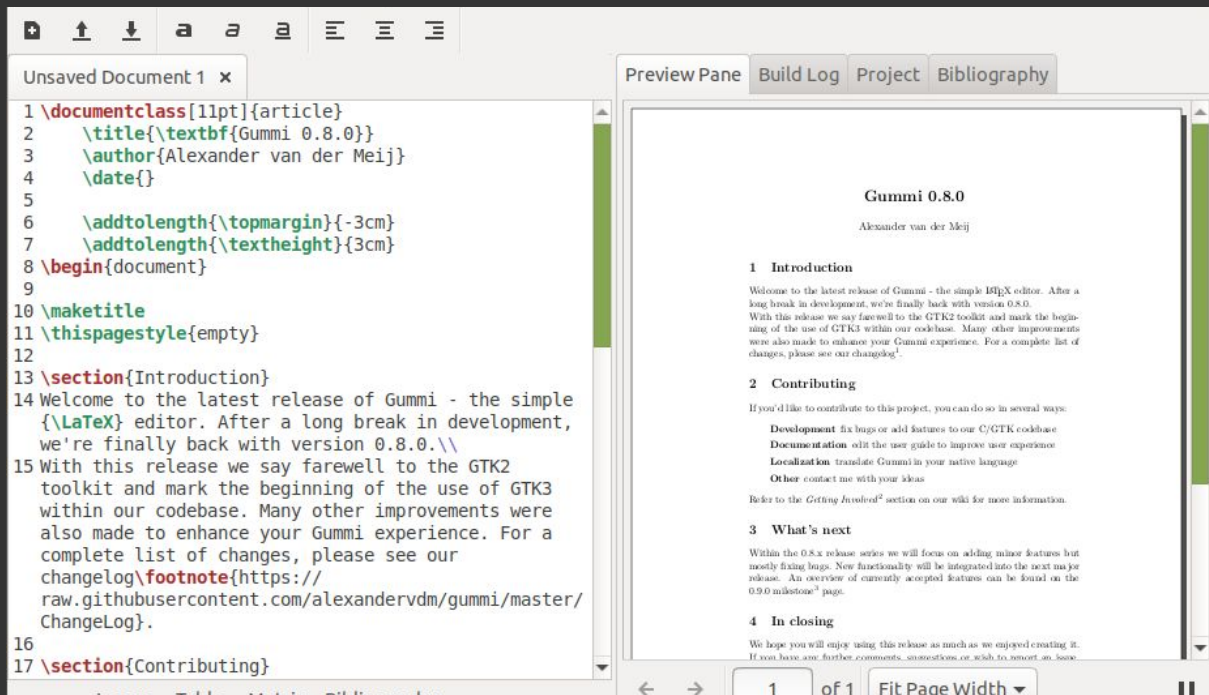
Edição de texto não no modo WYSIWYG

A screenshot of a LaTeX editor window titled "Unsaved Document 1". The window has a toolbar at the top with icons for adding, undo, redo, bold, italic, underline, bulleted list, numbered list, and table of contents. The main text area shows LaTeX source code with line numbers 1 through 17. The code defines a document class, sets title, author, and date, adjusts margins, and begins the document. It includes a title, a page style, and two sections: "Introduction" and "Contributing". The "Introduction" section contains a paragraph about the Gummi editor's development and a footnote with a URL. The "Contributing" section is partially visible at the bottom.

```
1 \documentclass[11pt]{article}
2   \title{\textbf{Gummi 0.8.0}}
3   \author{Alexander van der Meij}
4   \date{}
5
6   \addtolength{\topmargin}{-3cm}
7   \addtolength{\textheight}{3cm}
8 \begin{document}
9
10 \maketitle
11 \thispagestyle{empty}
12
13 \section{Introduction}
14 Welcome to the latest release of Gummi - the simple
15   {\LaTeX} editor. After a long break in development,
16   we're finally back with version 0.8.0.\\
17 With this release we say farewell to the GTK2
18   toolkit and mark the beginning of the use of GTK3
19   within our codebase. Many other improvements were
20   also made to enhance your Gummi experience. For a
21   complete list of changes, please see our
22   changelog\footnote{https://
23     raw.githubusercontent.com/alexandervdm/gummi/master/
24     ChangeLog}.
25
26 \section{Contributing}
```

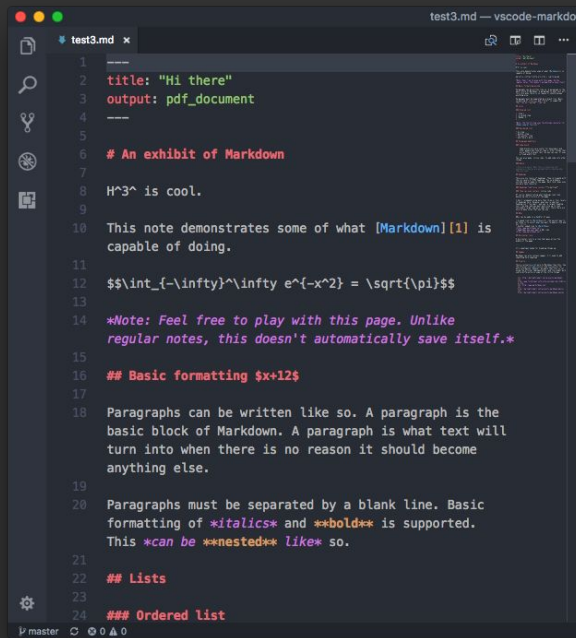
LaTeX

Edição de texto não no modo WYSIWYG



LaTeX

Edição de texto não no modo WYSIWYG

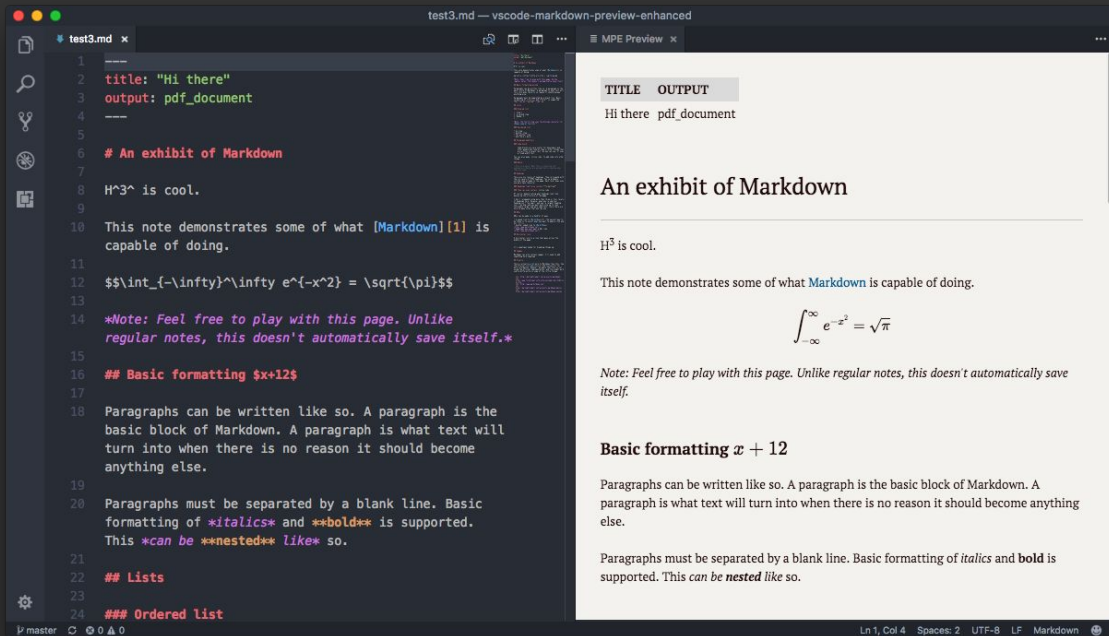


```
1 ---
2 title: "Hi there"
3 output: pdf_document
4 ---
5
6 # An exhibit of Markdown
7
8 H^3^ is cool.
9
10 This note demonstrates some of what [Markdown][1] is
11 capable of doing.
12
13 
$$e^{i\pi} = -1$$

14
15 *Note: Feel free to play with this page. Unlike
16 regular notes, this doesn't automatically save itself.*
17
18 ## Basic formatting
19
20 Paragraphs can be written like so. A paragraph is the
21 basic block of Markdown. A paragraph is what text will
22 turn into when there is no reason it should become
23 anything else.
24
25 Paragraphs must be separated by a blank line. Basic
26 formatting of italics and bold is supported.
27 This can be nested like so.
28
29 ## Lists
30
31 ### Ordered list
```

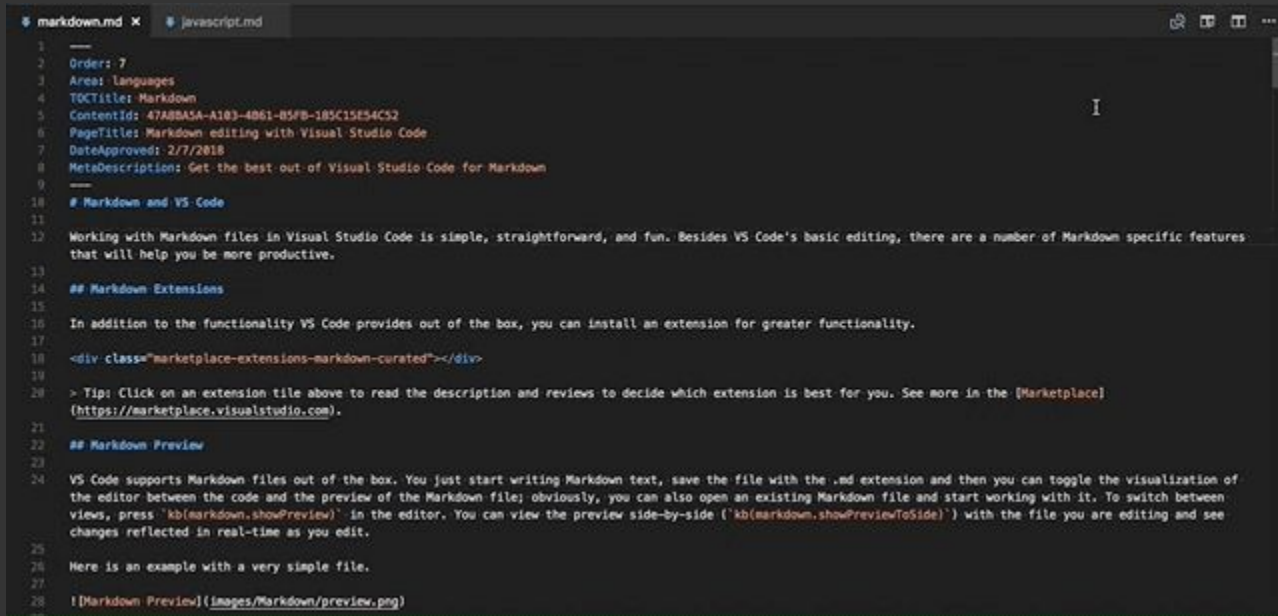
Markdown

Edição de texto não no modo WYSIWYG



Markdown

Edição de texto não no modo WYSIWYG

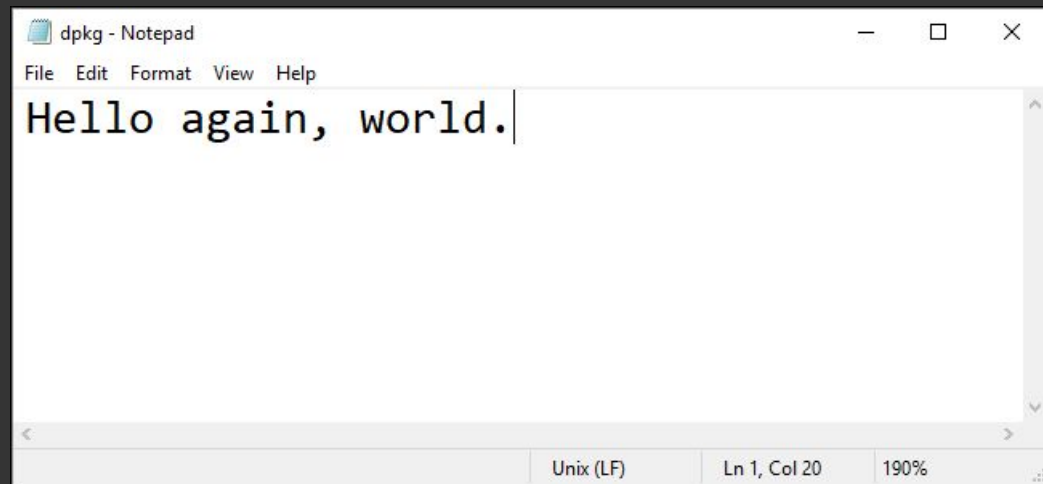


```
1 ---
2 Order: 7
3 Area: languages
4 TOCTitle: Markdown
5 ContentId: 47ABDASA-A103-4061-85FB-105C15E54C52
6 PageTitle: Markdown editing with Visual Studio Code
7 DateApproved: 2/7/2018
8 MetaDescription: Get the best out of Visual Studio Code for Markdown
9 ---
10 # Markdown and VS Code
11
12 Working with Markdown files in Visual Studio Code is simple, straightforward, and fun. Besides VS Code's basic editing, there are a number of Markdown specific features
13 that will help you be more productive.
14
15 ## Markdown Extensions
16
17 In addition to the functionality VS Code provides out of the box, you can install an extension for greater functionality.
18
19 <div class="marketplace-extensions-markdown-curated"></div>
20
21 > Tip: Click on an extension tile above to read the description and reviews to decide which extension is best for you. See more in the [Marketplace]
22 (https://marketplace.visualstudio.com).
23
24 ## Markdown Preview
25
26 VS Code supports Markdown files out of the box. You just start writing Markdown text, save the file with the .md extension and then you can toggle the visualization of
27 the editor between the code and the preview of the Markdown file; obviously, you can also open an existing Markdown file and start working with it. To switch between
28 views, press 'kb(markdown.showPreview)' in the editor. You can view the preview side-by-side ('kb(markdown.showPreviewToSide)') with the file you are editing and see
29 changes reflected in real-time as you edit.
30
31 Here is an example with a very simple file.
32
33 ![Markdown Preview](images/Markdown/preview.png)
```

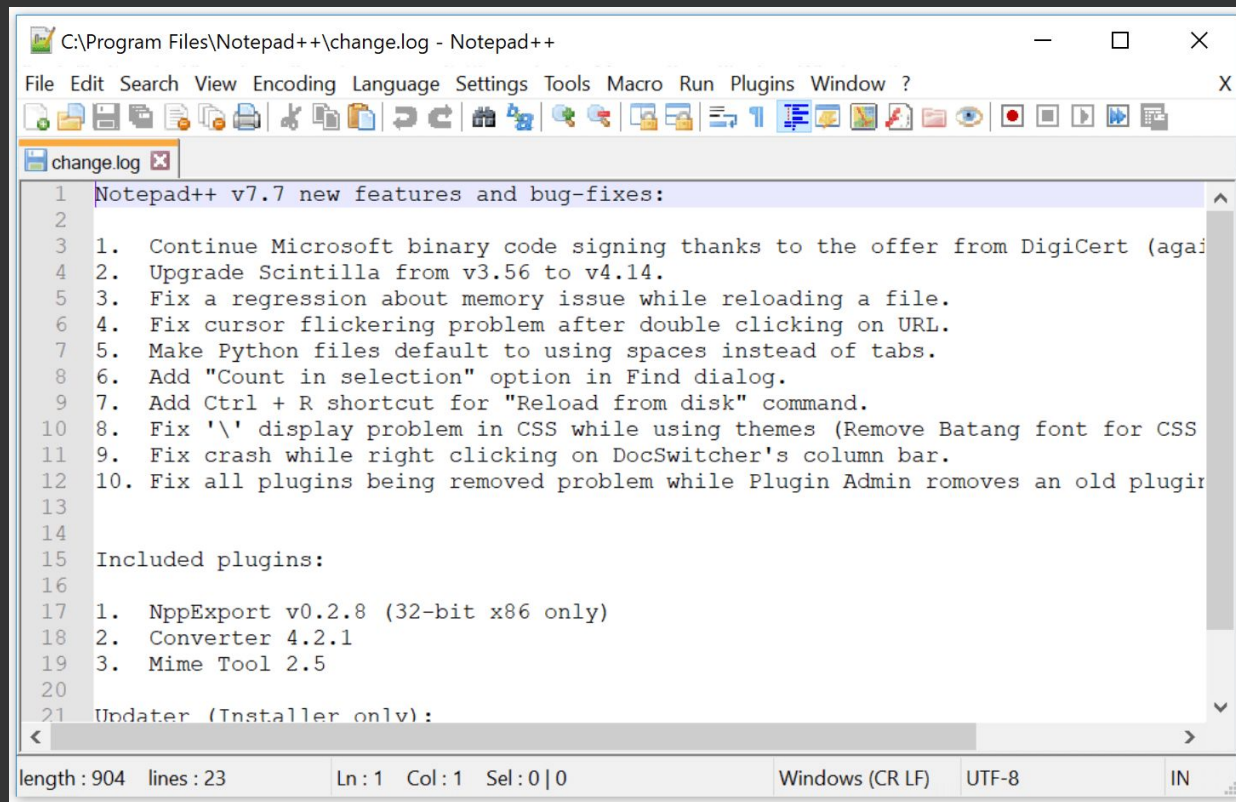
Markdown



Editores de texto



Bloco de notas
(Notepad)

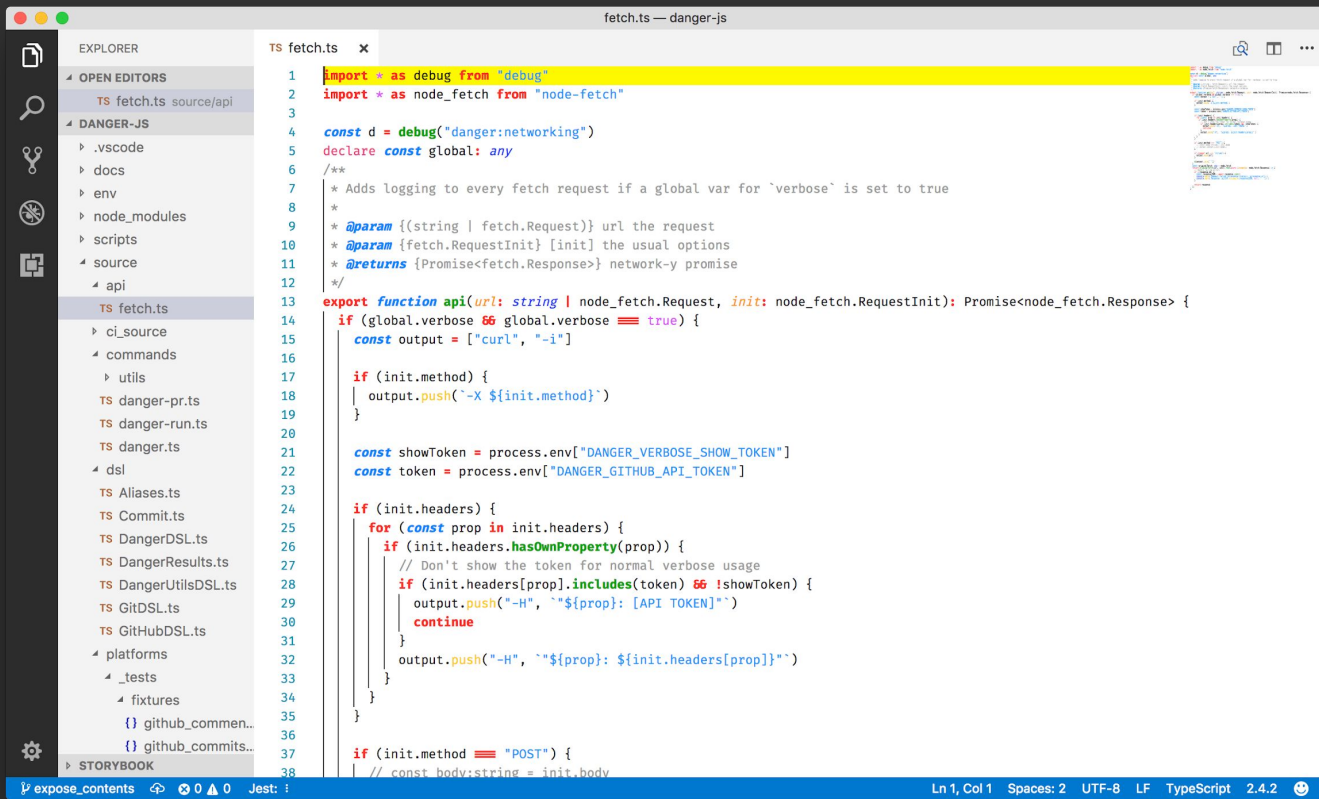


The screenshot shows a Notepad++ window titled "C:\Program Files\Notepad++\change.log - Notepad++". The menu bar includes File, Edit, Search, View, Encoding, Language, Settings, Tools, Macro, Run, Plugins, Window, and ?. The toolbar contains various icons for file operations and editing. The active tab is "change.log". The text content is as follows:

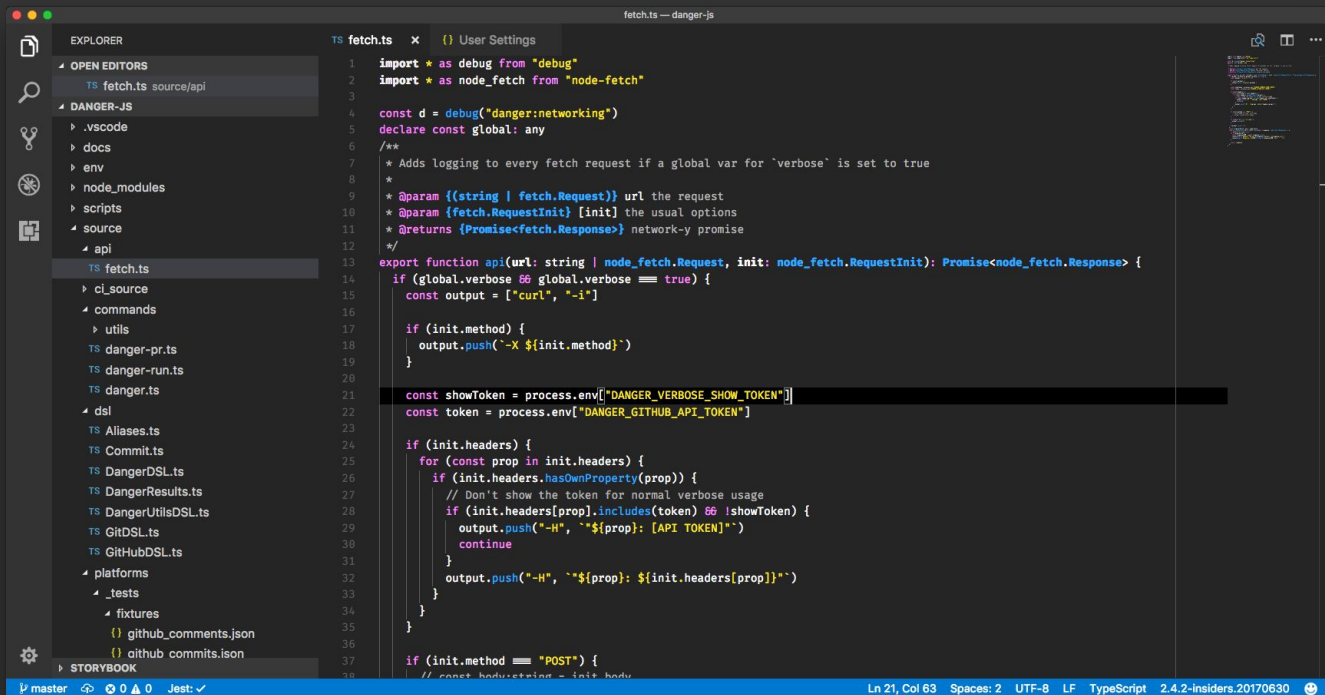
```
1 Notepad++ v7.7 new features and bug-fixes:
2
3 1. Continue Microsoft binary code signing thanks to the offer from DigiCert (agai
4 2. Upgrade Scintilla from v3.56 to v4.14.
5 3. Fix a regression about memory issue while reloading a file.
6 4. Fix cursor flickering problem after double clicking on URL.
7 5. Make Python files default to using spaces instead of tabs.
8 6. Add "Count in selection" option in Find dialog.
9 7. Add Ctrl + R shortcut for "Reload from disk" command.
10 8. Fix '\' display problem in CSS while using themes (Remove Batang font for CSS
11 9. Fix crash while right clicking on DocSwitcher's column bar.
12 10. Fix all plugins being removed problem while Plugin Admin removes an old plugin
13
14
15 Included plugins:
16
17 1. NppExport v0.2.8 (32-bit x86 only)
18 2. Converter 4.2.1
19 3. Mime Tool 2.5
20
21 Updater (Installer only):
```

The status bar at the bottom displays: length : 904 lines : 23 Ln : 1 Col : 1 Sel : 0 | 0 Windows (CR LF) UTF-8 IN

Notepad++



VS Code
(light)



VS Code
(dark)

```
Gentoo
qua, 17:57
yt.sh (-) (1 of 3) - VIM

Arquivo Editar Ver Pesquisar Terminal Ajuda
1 #!/usr/bin/env bash
2 # COMANDO : yt.sh
3 # DESCRIÇÃO : yt - Pega dados do video e do canal
4 # SINOPSE : yt [video-do-youtube]
5 # EXEMPLO : yt https://www.youtube.com/watch?v=
6 # AUTHOR : Marcos Oliveira <http://www.termina
7 # VERSAO : v1.0 Ter 24 Out 2017 16:55:48 -00
8 # REPORTING BUGS: <binbash@linuxmail.org>
9 # LICENÇA : License GPL <http://gnu.org/licenses/
10 # DEPENDENCIAS : bash
11 #
12
13 yt(){
14     if [[ $1 = @(^-h|--help) ]]; then
15         echo -e "usage:\n./yt.sh url-youtube-video"
16         exit $(( $# ? 0 : 1 ))
17     fi
18
19     if [[ $1 = "--gtk" ]]; then
20         source gtkyt.sh
21         exit $(( $# ? 0 : 1 ))
22     fi
23
24     [[ -z "$1" ]] && echo -e "\e[31mÉ necessário info
25 rmar o video como parametro.\e[m" && exit 1
26     setterm -cursor off
27     local chars="/-\\|'"
28     while
29         for (( i=0; i<${#chars}; i++ )); do
30             sleep 0.8
31             echo -en "aguarde, obtendo dados ${chars:$i
32 :1}" "\r"
33         done
34     do
35
36     done
37
38     local _FILE_V=${mktemp}
39     local _FILE_C=${mktemp}
40
41 #!/bin/bash
42 GTKDIALOG=gtkdialog
43 export MAIN_DIALOG='
44 <window title="Dados do YouTube" icon-name="gtk-about" resi
45 zable="true" width-request="550" height-request="350">
46
47     <notebook tab-label="Primeiro | Segundo|">
48
49         <vbox>
50
51             <hbox space-fill="true">
52                 <combobox>
53                     <variable>Meus itens</varia
54 ble>
55
56                     <item>Primeiro</item>
57                     <item>Segundo</item>
58                     <item>Terceiro</item>
59                 </combobox>
60
61             </hbox>
62
63             <hbox>
64                 <button>
65                     <label>Clique Aqui</label>
66                     <action>echo "Você escolheu
67 $myitem"</action>
68                 </button>
69             </hbox>
70
71             <hseparator width-request="240"></h
72 separator>
73
74             <hbox>
75                 <button ok></button>
76             </hbox>
77         </vbox>
78     </vbox>
79
80     <hbox space-fill="true">
81         <text>
82             <label>Ajuda </labe
83 l>
84         </text>
85     </hbox>
86
87 #!/bin/bash
88 # COMANDO : cddc.sh
89 # DESCRIÇÃO : cddc - Converte Caracteres em Deci
90 mal e Decimal em Caracteres
91 # SINOPSE : cddc [-c | -d] [caracteres | decim
92 ais]
93 # EXEMPLO : cddc -c Transforma essa frase em d
94 ecimal
95 #
96 cddc -d 84 114 97 110 115 102 111
97 114 109 97 0 101 109 0 115 116 114 105 110 103 # Transform
98 a em String
99 # AUTHOR : Marcos Oliveira <http://www.termin
100 alroot.com.br/>
101 # VERSAO : v1.0 Seg 30 Out 2017 12:36:55 -00
102 # REPORTING BUGS: <binbash@linuxmail.org>
103 # LICENÇA : License GPL <http://gnu.org/licenses/
104 # DEPENDENCIAS : bash
105 #
106 #source $_CONFIG_TR_GLOBAL
107
108 function car2dec(){
109     local _STRING="$*"
110     local _TAM=${#_STRING}
111
112     for i in $(seq 0 $((_TAM - 1)));
113     do
114         printf "%d " \"$_STRING:$i:1
115     done
116     echo
117 }
118
119 function dec2car(){
120     local _ARRAY=("$@")
121     local _NUM=${#_ARRAY[@]}
122
123     for i in $(seq 0 $((_NUM - 1)));
124     do
125         if [[ "${_ARRAY[$i]}" = "0" ]]; then
126
127         fi
128     done
129 }
```

Vim

```

*shell*
11
12 @staticmethod
13 def _gen_probes(hashvalue, mask):
14     'Same sequence of probes used in the current dictionary design'
15     PERTURB_SHIFT = 5
16     if hashvalue < 0:
17         hashvalue = -hashvalue
18     i = hashvalue & mask
19     yield i
20     perturb = hashvalue
21     while True:
22         i = (5 * i + perturb + 1) & 0xFFFFFFFFFFFFFFFF
23         yield i & mask
24         perturb >>= PERTURB_SHIFT
25
26 def _lookup(self, key, hashvalue):
27     'Same lookup logic as currently used in real dicts'
28     assert self.filled < len(self.indices) # At least one open slot
29     freeslot = None
30     for i in self._gen_probes(hashvalue, len(self.indices)-1):
31         index = self.indices[i]
32         if index == FREE:
33             return (FREE, i) if freeslot is None else (DUMMY, freeslot)
34         elif index == DUMMY:
35
1\--- SuperDict.py 4% (25,0) (Python Fly)
04/06/2015 01:00 AM 207,909 libnettle-4-7.dll
04/06/2015 01:00 AM 306,070 libp11-kit-0.dll
04/06/2015 01:00 AM 257,982 libpango-1.0-0.dll
04/06/2015 01:00 AM 64,227 libpangocairo-1.0-0.dll
04/06/2015 01:00 AM 90,098 libpangoft2-1.0-0.dll
04/06/2015 01:00 AM 101,039 libpangowin32-1.0-0.dll
04/06/2015 01:00 AM 707,919 libpixman-1-0.dll
04/06/2015 01:00 AM 228,966 libpng16-16.dll
04/06/2015 01:00 AM 237,214 librsvg-2-2.dll
04/06/2015 01:00 AM 99,926 libtasn1-6.dll
04/06/2015 01:00 AM 466,506 libtiff-5.dll
04/06/2015 01:00 AM 21,636 libtiffxx-5.dll
04/06/2015 01:00 AM 57,169 libwinpthread-1.dll
04/06/2015 01:00 AM 1,292,786 libxml2-2.dll
04/06/2015 01:00 AM 77,664 libXpm-noX4.dll
05/16/2015 11:37 AM 190,577 runemacs.exe
04/06/2015 01:00 AM 89,658 zlib1.dll
57 File(s) 46,944,664 bytes
2 Dir(s) 212,808,523,776 bytes free

c:\emacs\bin>

1\--- *shell* Bot (76,13) (Shell:run)
A1 Implementation & Refactoring
A2 Unit test cases - reviewed, run & verified
A3 Python Docs
A4 Feature/Design Docs
B1 Demo feature to test and doc
B2 Code Reviews
B3 Test: Updating the Detailed Test Plan
B4 Test: Feature Testing
B5 Test: Write Automation
C1 Test: AWS Testing
C2 Test: Use Cases Testing
C3 Test: Performance & Stress Testing
C4 Test: Regression Testing
C5 Test: Update Test Result into github
C Doc: Context Sensitive Help
C Doc: On-Line Help
C General: Review Test Cases
C Help review by dev
C Test: Bug verification
C Test: Create/Add Test Cases into github
C Test: unittest review

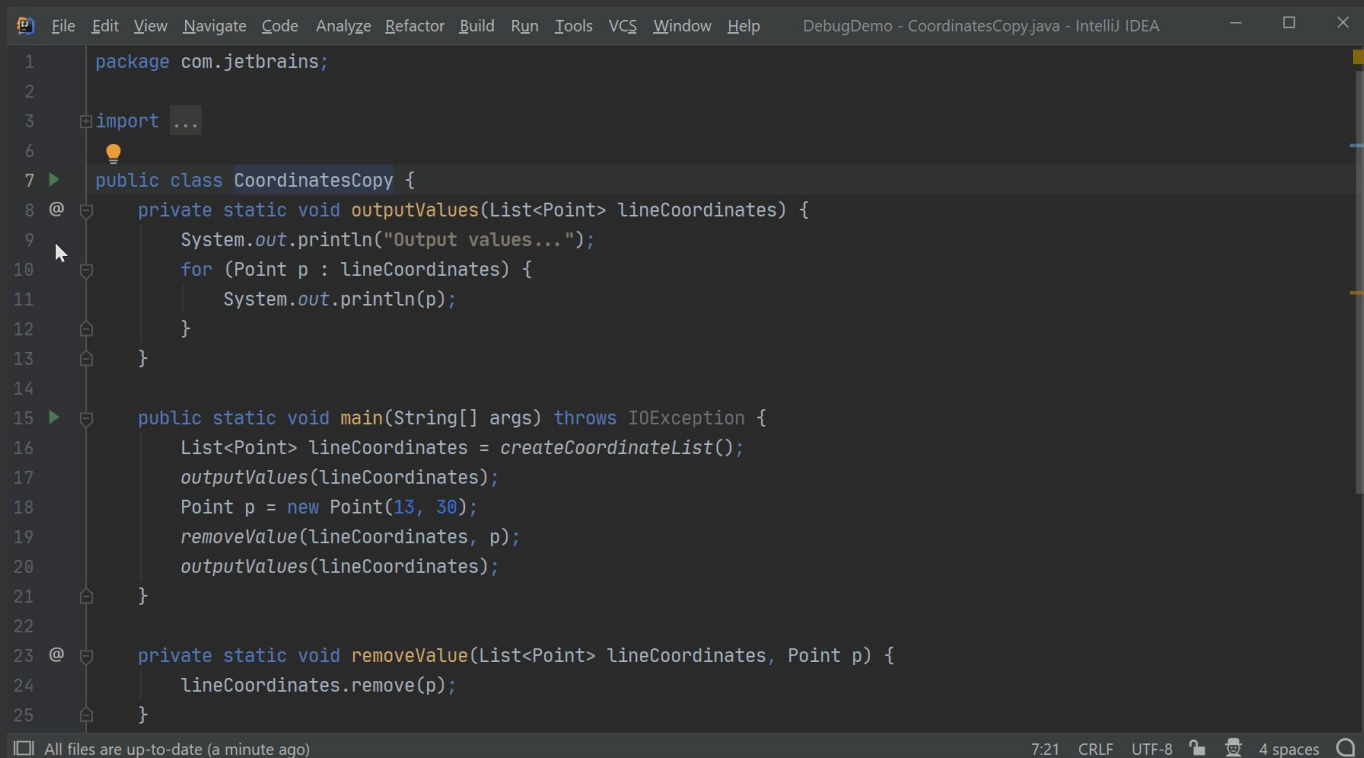
1\--- ToDoList.al All (12,25) (A1 Fly Abbrev)
CHAPTER I
JONATHAN HARKER'S JOURNAL
(Kept in shorthand.)
3 May. Bistritz.--Left Munich at 8:35 P. M., on 1st May, arriving at Vienna early next morning; should have arrived at 6:46, but train was an hour late. Buda-Pesth seems a wonderful place, from the glimpse which I got of it from the train and the little I could walk through the streets. I feared to go very far from the station, as we had arrived late and would start as near the correct time as possible. The impression I had was that we were leaving the West and entering the East; the most western of splendid bridges over the Danube, which is here of noble width and depth, took us among the traditions of Turkish rule.
We left in pretty good time, and came after nightfall to Klausenburgh. Here I stopped for the night at the Hotel Royale. I had for dinner, or rather supper, a chicken d'ne up some way with red pepper, which was very good but thirsty. (Mem., get recipe for Mina.) I asked the waiter, and he said it was called "paprika hendl," and that, as it was a national dish, I should be able to get it anywhere along the Carpathians. I found my smattering of German very useful here; indeed,
S\--- Dracula.txt Top (20,26) (Text Fly Abbrev Fill)

```

Emacs

IDE

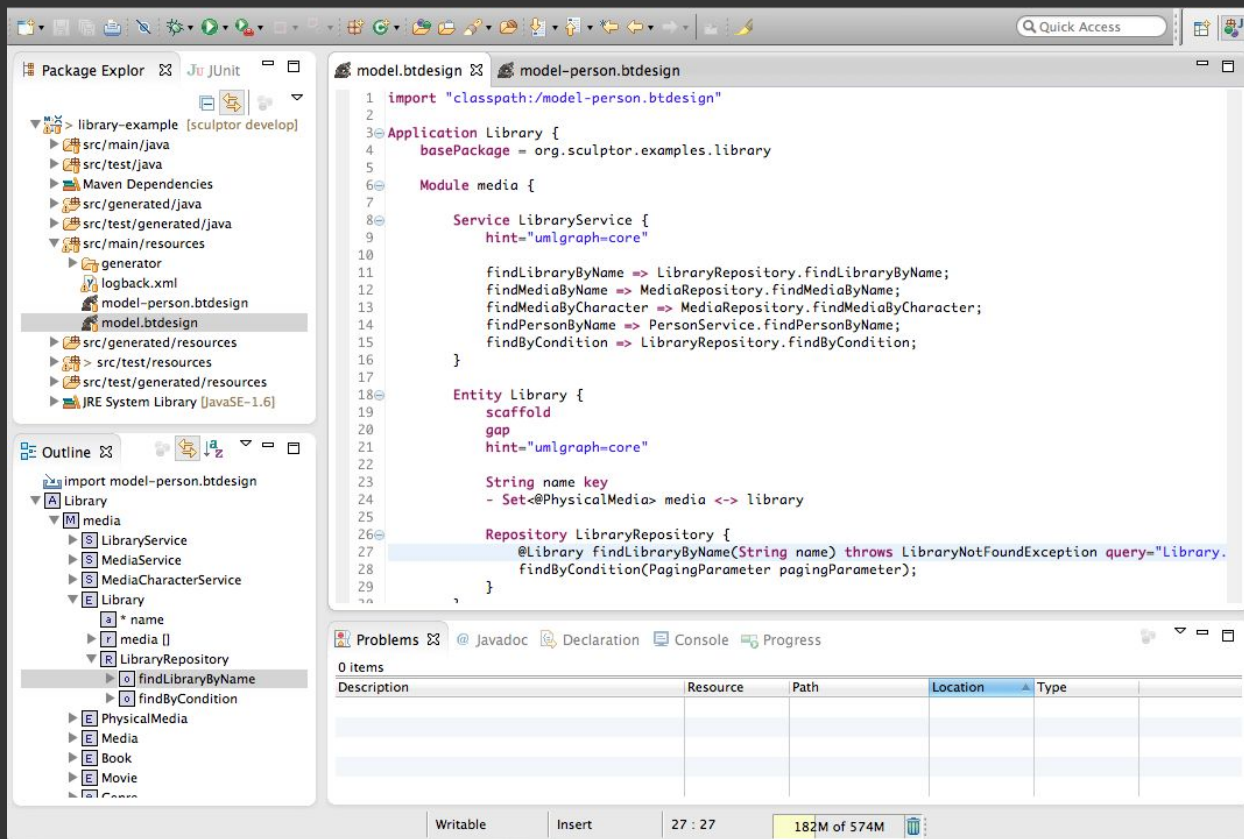
Integrated Development Environment
"Ambiente de Desenvolvimento Integrado"



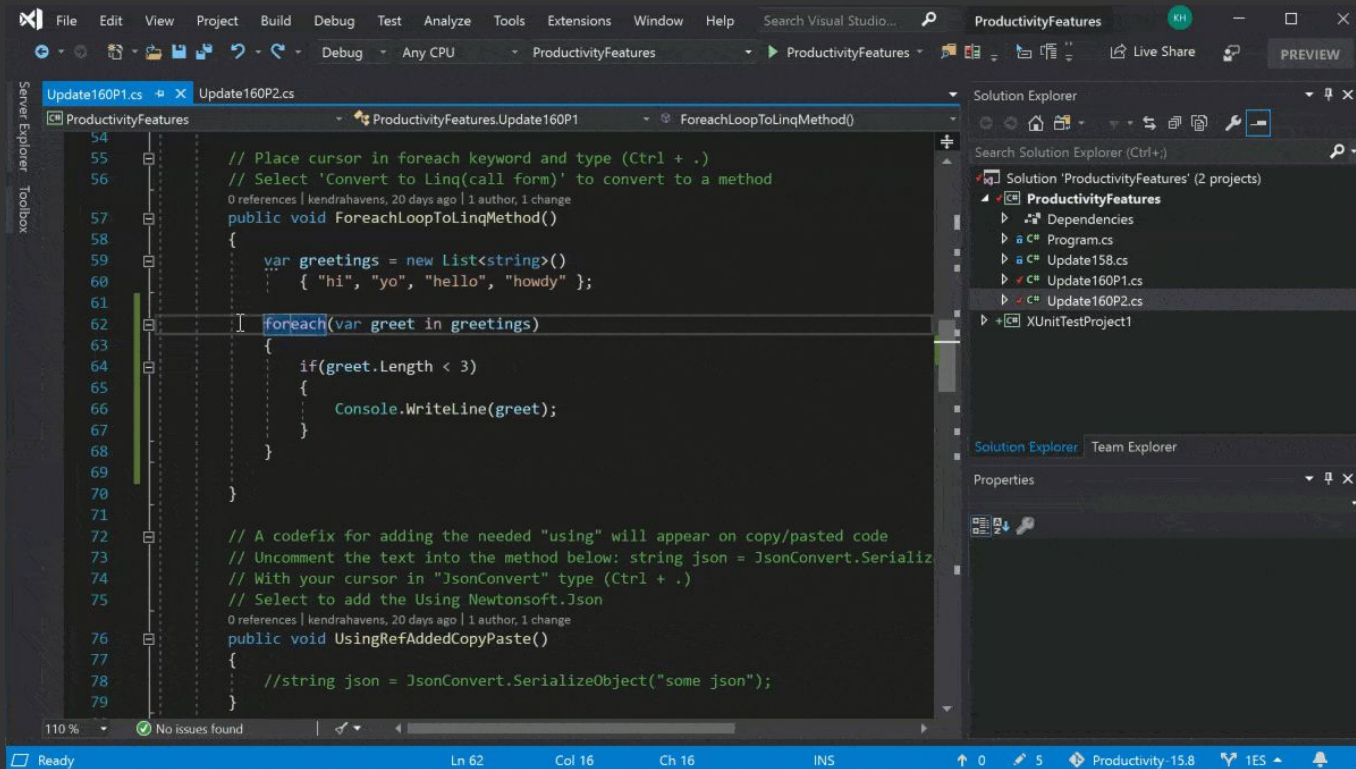
```
1 package com.jetbrains;
2
3 import ...
4
5
6
7 public class CoordinatesCopy {
8     @ private static void outputValues(List<Point> lineCoordinates) {
9         System.out.println("Output values...");
10         for (Point p : lineCoordinates) {
11             System.out.println(p);
12         }
13     }
14
15     public static void main(String[] args) throws IOException {
16         List<Point> lineCoordinates = createCoordinateList();
17         outputValues(lineCoordinates);
18         Point p = new Point(13, 30);
19         removeValue(lineCoordinates, p);
20         outputValues(lineCoordinates);
21     }
22
23     @ private static void removeValue(List<Point> lineCoordinates, Point p) {
24         lineCoordinates.remove(p);
25     }
26 }
```

IntelliJ
(Java)

All files are up-to-date (a minute ago) 7:21 CRLF UTF-8 4 spaces



Eclipse
(Java)





Qual usar?




Visual Studio Code


<https://code.visualstudio.com>


FileEditSelectionViewGoDebugTerminalHelp


EXTENSIONS: MARKETPLACE


Debugger for Microsoft Edge


**Debugger for Chrome** 4.12.3 4.5M ★4
Debug your JavaScript code in the Chrome browser
Microsoft


**Debugger for Java** 0.23.0 3.5M ★4.5
A lightweight Java debugger for Visual Studio...
Microsoft


**Debugger for Microsoft ...** 1.0.13 59K ★2.5
Debug your JavaScript code in the Microsoft...
Microsoft


**Maven for Java** 0.20.1 3.4M ★4.5
Manage Maven projects, execute goals, gen...
Microsoft


**Chinese (Simplified) Lan...** 1.41.2 3.5M ★5
中文(简体)
Microsoft


**Language Support for Ja...** 0.54.2 4.4M ★4
Java Linting, Intellisense, formatting, refactor...
Red Hat

**Debugger for Firefox** 2.6.0 203K ★4.5
Debug your web application or browser exte...
Firefox DevTools


**Apex Interactive Debug...** 47.10.0 256K ★5
Provides debugging support for the Apex pr...
Salesforce

**Japanese Language Pac...** 1.41.2 783K ★4.5
日本語
Microsoft

**EditorConfig for VS Code** 0.14.3 1.6M ★4.5
EditorConfig Support for Visual Studio Code
EditorConfig

**Debugger for Unity** 2.7.2 400K ★4
Unity debugger extension
Unity Technologies

Extension: Debugger for Microsoft Edge



Debugger for Microsoft Edge

msjsdiag.debugger-for-edge

Microsoft | 59,630 | ★★★★★ | Repository | License

Debug your JavaScript code in the Microsoft Edge browser

Install

This extension is recommended because you have Microsoft Edge Canary installed. [Ignore Recommendation](#)

Details Contributions

VS Code - Debugger for Microsoft Edge

Debug your JavaScript code running in Microsoft Edge from VS Code and Visual Studio.

A VS Code extension to debug your JavaScript code in the Microsoft Edge browser. This is also used to enable JavaScript debugging inside the Microsoft Edge browser when launched from ASP.Net Projects in Visual Studio.

Note: This extension currently supports both Microsoft Edge (Chromium) and Microsoft Edge (EdgeHTML). This extension can debug any version of Microsoft Edge (Chromium) but only some versions of Microsoft Edge (EdgeHTML). To see if your Windows version supports debugging Microsoft Edge (EdgeHTML) via Edge DevTools Protocol, please refer [here](#).

Supported features

- Setting breakpoints, including in source files when source maps are enabled
- Stepping through the code
- The Locals pane
- Debugging eval scripts, script tags, and scripts that are added dynamically
- Watches

Unsupported scenarios

- Debugging web workers
- Any features that aren't script debugging.

logo-update 0 0 0



Extensível



Multiplataforma



↓ Windows

Windows 7, 8, 10

User Installer	64 bit	32 bit	ARM
System Installer	64 bit	32 bit	ARM
.zip	64 bit	32 bit	ARM



↓ .deb

Debian, Ubuntu

↓ .rpm

Red Hat, Fedora, SUSE

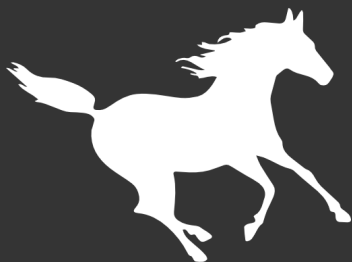
.deb	64 bit	ARM	ARM 64
.rpm	64 bit	ARM	ARM 64
.tar.gz	64 bit	ARM	ARM 64
Snap Store			



↓ Mac

macOS 10.10+

.zip [Universal](#) [Intel Chip](#) [Apple Silicon](#)



Rápido e leve

Introdução a Latex

Geomar A. Schreiner

LaTeX

- TeX
 - Desenvolvido por Donald Knuth em 1977
 - Sistema de processamento de textos
 - Inigualável na construção de equações matemáticas
 - Independente de sistema operacional

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 - Sistema de **processamento de textos**
 - Inigualável na construção de equações matemáticas
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LaTeX

- LaTeX
 - Desenvolvido por Leslie Lamport em 1985
 - Baseado no TeX
 - Mais user-friendly
 - Suporte a classes, índices, bibliografia.



LaTeX

- Não é um processador de texto
- Linguagem de marcação para escrita de textos

LaTeX

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 - Conjunto de macros para a diagramação de textos
 - Comandos de alto nível
 - Abstração para tratamento de bibliografia

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LaTeX

- Porque usar?
 - Você está escrevendo um artigo de vinte páginas para disciplina de Circuitos Digitais cheio de figuras e tabelas. Após passar um dia inteiro ajustando cada figura e tabela na posição correta, você percebe que na primeira página de texto há um erro em um parágrafo que, após corrigido, faz com que todas as figuras e tabelas saiam dos seus lugares planejados.

LaTeX

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LaTeX

- Porque usar?
 - Fórmulas matemáticas
 - Regras da Abnt
 - Troca de Templates
 - ...

LaTeX

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 - Fórmulas matemáticas
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LaTeX

- Instalação Windows
 - MikTeX (<https://miktex.org/download>)
 - proTeX
 - TexLive
- Instalação Linux
 - Geralmente via linha de comando
 - Install latex

```
$ sudo apt-get install texlive texlive-full abntex
```

```
texmaker
```

LaTeX

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```



LaTeX

[Features & Benefits](#)[Templates](#)[Plans & Pricing](#)[Help](#)[Register](#)[Log In](#)

LaTeX, Evolved

The easy to use, online, collaborative LaTeX editor

The screenshot displays the Overleaf web interface for editing a LaTeX document. The document is titled "The Universe". The left sidebar shows a file explorer with folders "figures" and "sections", and files "universe.jpg", "main.tex" (selected), and "references.bib". The main editor area is split into two panes: "Source" (LaTeX code) and "Rich Text" (WYSIWYG). The "Source" pane shows the following code:

```
1 \documentclass{article}
2 \usepackage{utf8}{inputenc}
3
4 \title{The Universe}
5 \author{}
6 \date{May 2019}
7
8 \usepackage{natbib}
9 \usepackage{graphicx}
10
11 \begin{document}
12
13 \maketitle
14
15 \section{Introduction}
16 There is a theory which states that if ever anyone discovers exactly
17 what the Universe is for and why it is here, it will instantly
18 disappear and be replaced by something even more bizarre and
19 inexplicable.
20 There is another theory which states that
```

The "Rich Text" pane shows the rendered output of the code, including the title "The Universe", the date "May 2019", and the section "1 Introduction". The text under "Introduction" reads: "There is a theory which states that if ever anyone discovers exactly what the Universe is for and why it is here, it will instantly disappear and be replaced by something even more bizarre and inexplicable. There is another theory which states that this has already happened." Below the text is a small image of a galaxy. The top navigation bar includes links for "Menu", "Review", "Share", "Submit", "History", and "Chat". A "Recompile" button is also visible.

Get started now

LaTeX

```
1 \documentclass{article}
2 \usepackage[utf8]{inputenc}
3
4 \title{Testando o título}
5 \author{Geomar Schreiner}
6 \date{February 2022}
7
8 \begin{document}
9
10 \maketitle
11
12 \section{Introduction}
13
14
15 \end{document}
```

LaTeX

Comandos básicos

```
1 \documentclass{article}
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```

Define o tipo de documento
article, book, report
Ufstex - TCC UFFS

LaTeX

Comandos básicos

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15 \end{document}
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Importa o pacote inputec
com a opção UTF8

`\usepackge[opção]{pacote}`

LaTeX

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15 \end{document}
```

Padrão para a definição do título do artigo.

Utilizado para o título do trabalho e como atalho em alguns templates.

LaTeX

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14
15 \end{document}
```

Padrão para a definição do autor, embora cada template possa fazer suas modificações

LaTeX

```
21 \author{Angelo Augusto Frozza\inst{1,2}, Geomar Schreiner\inst{1},  
22 Ronaldo dos Santos Mello\inst{1} }  
23  
24  
25 \address{Universidade Federal de Santa Catarina (UFSC)\\  
26 Campus Universitário Trindade - CP 476 -  
27 CEP88040-900 - Florianópolis (SC), Brasil  
28 \nextinstitute  
29 IFC - Instituto Federal Catarinense - Campus Camboriú\  
30 Rua Joaquim Garcia, S/N - CP 2016 - CEP 88340-055 - Camboriú (SC), Brasil  
31 \email{angelo.frozza@ifc.edu.br,geomarschreiner@gmail.com,  
32 r.mello@ufsc.br}  
33 }
```

10 \maketitle

```
60 %% Group authors per affiliation:  
61 \author[brFlp]{Geomar A. Schreiner\corref{cor1}}  
62 \ead{schreiner.geomar@posgrad.ufsc.br}  
63 \author[brFlp]{Rafael de Santiago}  
64 \ead{r.santiago@ufsc.br}  
65 \author[uffs]{Denio Duarte}  
66 \ead{duarte@uffs.edu.br}  
67 \author[brFlp]{Ronaldo dos Santos Mello}  
68 \ead{r.mello@ufsc.br}
```

a a definição do
ra cada template
uas modificações

```
37 \author{Geomar A. Schreiner \and Denio Duarte \and Ronaldo dos Santos Mello}  
38 \institute{G. Schreiner \at  
39 Federal University of Santa Catarina\  
40 \email{schreiner.geomar@posgrad.ufsc.br} % \\  
41 \and  
42 D. Duarte \at  
43 Federal University of Fronteira Sul\  
44 \email{duarte@uffs.edu.br}  
45 \and  
46 R. Santos Mello \at  
47 Federal University of Santa Catarina\  
48 \email{r.mello@inf.ufsc.br}  
49 }
```

LaTeX

Comandos básicos

```
1 \documentclass{article}
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13
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15 \end{document}
```

Definição do escopo do documento

LaTeX

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1 \documentclass{article}
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```

Cria o título, primeira coisa que aparece na folha.

LaTeX

Comandos básicos

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8 \begin{document}
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12 \section{Introduction}
13
14
15 \end{document}
```

Cria uma seção chamada
"Introduction"

LaTeX

Comandos básicos

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1 \documentclass{article}
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Mas e se eu quisesse
subseções?

LaTeX

Comandos básicos

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1 \documentclass{article}
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12 \section{Introduction}
13
14
15 \end{document}
```

Mas e se eu quisesse
subseções?

```
12 \section{Introduction}
13 \subsection{Second Level}
14 \subsubsection{third Level}
```

1 Introduction
1.1 Second Level
1.1.1 third Level

LaTeX

Comandos básicos

- Itálico
 - `\textit{palavra}` ou `{\it palavra}`
- Negrito
 - `\textbf{palavra}` ou `{\bf palavra}`
- Enfatizar
 - `\emph{palavra}`
- Sublinhado
 - `\underline{palavra}`

LaTeX

Comandos básicos

`\` → indica uma nova sequência de controle.

`%` → é usado para fazer inserção de comentários não visíveis no documento de saída.

`$` → é usado no modo matemático, indicando início e fim das expressões.

`&` → é usado em tabulações (tabelas, matrizes, sistemas de equações,...).

`~` → é usado para impedir a quebra de linha.

`_` → indica subescrito (produz subíndices, por exemplo x_2).

`^` → indica sobrescrito (produz potências, por exemplo x^2).

`{` → é usado no início de agrupamento.

`}` → é usado no fim do agrupamento.

LaTeX

Comandos básicos

- Lista

```
14 Example a list
15 ▾ \begin{itemize}
16     \item[$\sharp$] First item
17     \item Second item
18     \item Second item
19 \end{itemize}
```



Example a list

- ‡ First item
- Second item
- Second item

- Lista numerada

```
21 Example of numbered list
22 ▾ \begin{enumerate}
23     \item first
24     \item second
25 \end{enumerate}
```



Example of numbered list

1. first
2. second

LaTeX

- Figuras

- Cada template pode definir a forma de utilizar, mas existe um certo padrão
 - `\usepackage{graphicx}`

```
264
265 ▾ \begin{figure}[ht!]
266     \centering
267     \includegraphics[width=\linewidth]{fig/partition.png}
268     \caption{Data partitioning: (A) horizontal partitioning; (B)
           Vertical partitioning.}
269     \label{fig:partition}
270 \end{figure}
```

LaTeX

- Figuras

- Cada template pode definir a forma de utilizar, mas existe um certo padrão

```
75 ▾ \begin{figure}[!htb]
76     \centering
77         \centering
78         \caption{Interface do DIno 2.0}
79         \includegraphics[width=1\textwidth]{images/DIno2-NewInterface
            _Num.png}
80         \label{fig:interfaceDIno}
81 \end{figure}
```

LaTeX

- Figuras

- Cada template pode definir a forma de utilizar, mas existe um certo padrão

```
75 \begin{figure} [!htb]
76     \centering
77         \centering
78         \caption{Interface do DINO 2.0}
79         \includegraphics[width=1\textwidth]{images/DINO2-NewInterface
            _Num.png}
80         \label{fig:interfaceDINO}
81 \end{figure}
```

Define o posicionamento da imagem:

h - força no local (H é mais forte)

t - topo da página

b - base da página

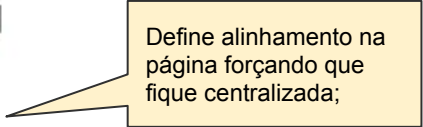
! - força

LaTeX

- Figuras

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```
75 \begin{figure}[!htb]
76   \centering
77   \caption{Interface do DIno 2.0}
78   \includegraphics[width=1\textwidth]{images/DIno2-NewInterface
79     _Num.png}
80   \label{fig:interfaceDIno}
81 \end{figure}
```



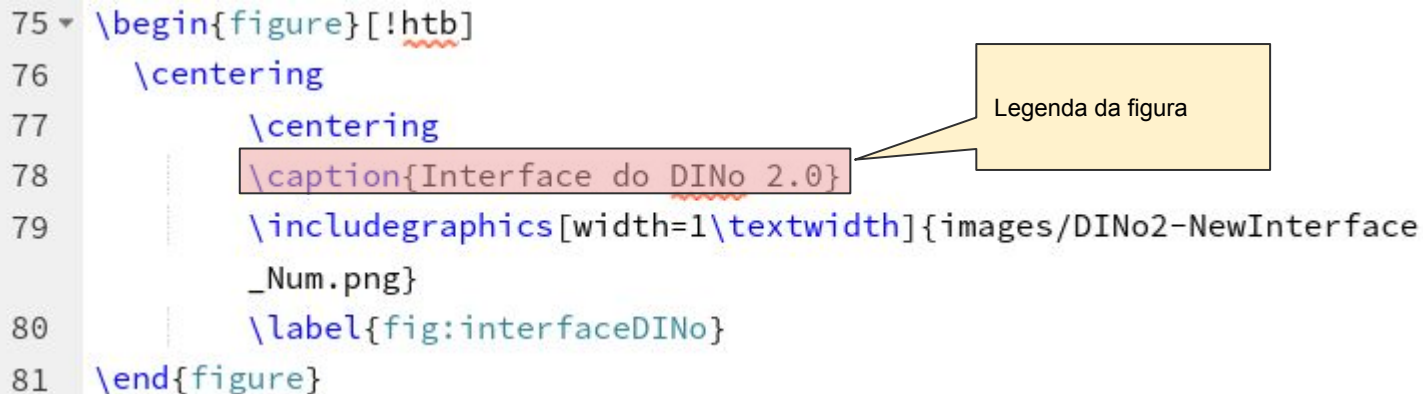
Define alinhamento na página forçando que fique centralizada;

LaTeX

- Figuras

- Cada template pode definir a forma de utilizar, mas existe um certo padrão

```
75 \begin{figure}[!htb]
76   \centering
77     \centering
78     \caption{Interface do DINO 2.0}
79     \includegraphics[width=1\textwidth]{images/DINO2-NewInterface
      _Num.png}
80     \label{fig:interfaceDINO}
81 \end{figure}
```



The image shows a snippet of LaTeX code for creating a figure. The code is displayed in a monospaced font with line numbers 75 through 81 on the left. The code uses the `\begin{figure}` environment, which is followed by a list of options in square brackets: `[!htb]`. Inside the environment, the `\centering` command is used twice to center the content. The `\caption` command is used to provide a caption for the figure, followed by the `\includegraphics` command to include the image file. The `\includegraphics` command has a `width` option set to `1\textwidth` and a file path `{images/DINO2-NewInterface_Num.png}`. Finally, the `\label` command is used to assign a label to the figure. A yellow callout box with a pointer indicates that the text inside the `\caption` command is the figure's legend.

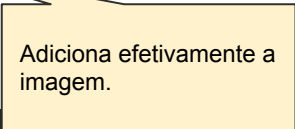
Legenda da figura

LaTeX

- Figuras

- Cada template pode definir a forma de utilizar, mas existe um certo padrão

```
75 ▾ \begin{figure}[!htb]
76     \centering
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```



Adiciona efetivamente a imagem.

LaTeX

- Figuras

- Cada template pode definir a forma de utilizar, mas existe um certo padrão

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75 \begin{figure}[!htb]
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```

Referencia da imagem.

LaTeX

Figuras

73 A interface é dividida em quatro áreas (Figura

```
\ref{fig:interfaceDINO}); \textit{(1)} \textit{Source Connection};  
\textit{(2)} \textit{NoSQL Target}; \textit{(3)} \textit{SQL Source  
(Generated\backslash$Editable)}; \textit{(4)} LOGs. Em  
\textit{Source Connection}, são inseridas as informações para conexão  
com o SGBD de origem. Atualmente, o DINO 2.0 suporta três SGBDs:  
\textit{PostgreSQL}, \textit{MySQL} e \textit{Oracle}. A
```

mas existe um certo padrão

```
77 \centering  
78 \caption{Interface do DINO 2.0}  
79 \includegraphics[width=1\textwidth]{images/DINO2-NewInterface  
_Num.png}  
80 \label{fig:  
81 \end{figure}
```

A interface é dividida em quatro áreas (Figura 1) (1) *Source Connection*; (2) *NoSQL Target*; (3) *SQL Source (Generated\Editable)*; (4) *LOGs*. Em *Source Connection*, são inseridas as informações para conexão com o SGBD de origem. Atualmente, o DINO 2.0 suporta três SGBDs: *PostgreSQL*, *MySQL* e *Oracle*. A implementação de suporte a

LaTeX

- Ambiente matemático
 - Duas formas de acesso: `$$` e `\begin{math}` ou `\begin{equation}`

```
92 ▾ \begin{equation}\label{eq:bal}
93     \forall i \in \{1 \ldots k\} : \sum_{j < |\rho_i|}^{j=0} w(v_j)
     \leq (1 + \alpha) \cdot (\frac{\sum_{l < |V|}^{l=0} w(v_l)}{k})
94 \end{equation}
```

LaTeX

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 - Duas formas de acesso: `$$` e `\begin{math}` ou `\begin{equation}`

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92 ▾ \begin{equation}\label{eq:bal}
93     \forall i \in \{1 \ldots k\} : \sum_{j < |\rho_i|}^{l=0} w(v_j)
94     \leq (1 + \alpha) \cdot (\frac{\sum_{l < |V|}^{l=0} w(v_l)}{k})
95 \end{equation}
```

$$\forall i \in \{1 \dots k\} : \sum_{j < |\rho_i|}^{j=0} w(v_j) \leq (1 + \alpha) \cdot \left(\frac{\sum_{l < |V|}^{l=0} w(v_l)}{k} \right) \quad (5.1)$$

LaTeX

- An
-

Problema Mestre

$$\min \sum_{\{u,v\} \in E} c(\{u,v\}) y_{\{u,v\}} + M \cdot h \quad (5.3a)$$

$$\text{restringido por: } \sum_{t \in T} a_{vt} z_t = 1, \forall v \in V \quad (5.3b)$$

$$y_{\{u,v\}} \geq a_{ut}(1 - a_{vt})z_t + a_{vt}(1 - a_{ut})z_t, \forall \{u,v\} \in E, \forall t \in T \quad (5.3c) \quad _j)$$

$$\sum_{v \in V} w(v) a_{vt} z_t \leq (1 + \alpha) \cdot \frac{\sum_{v \in V} w(v)}{K}, \forall t \in T \quad (5.3d)$$

$$h \geq K - \sum_{t \in T} z_t \quad (5.3e)$$

$$h \geq -K + \sum_{t \in T} z_t \quad (5.3f)$$

$$z_t \in \{0, 1\}, \forall t \in T \quad (5.3g)$$

$$y_{\{u,v\}} \in \{0, 1\}, \forall \{u,v\} \in E \quad (5.3h)$$

$$h \geq 0. \quad \text{I} \quad (5.3i)$$

(5.1)

LaTeX

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 - Duas formas de acesso: `$$` e `\begin{math}` ou `\begin{equation}`

```
92 ▾ \begin{equation}\label{eq:bal}
93     \forall i \in \{1 \ldots k\} : \sum_{j<|\rho_i|}^{j=0} w(v_j)
94     \leq (1+ \alpha ).(\frac{\sum_{l<|V|}^{l=0} w(v_l)}{k})
95 \end{equation}
```

<http://milde.users.sourceforge.net/LUCR/Math/mathpackages/amssymb-symbols.pdf>

LaTeX

Exercício

1. Crie uma conta no Overleaf, é grátis :)
2. Crie um repositório novo com o nome da disciplina.
3. Tente reproduzir o texto da imagem.

Olá, Mundo!

Seu Nome

30 de agosto de 2021

Olá, mundo! Hoje eu estou aprendendo \LaTeX . \LaTeX é uma ótima ferramenta para escrever textos matemáticos. Eu posso escrever equações em uma linha. Por exemplo, $a^2 + b^2 = c^2$. Eu também posso escrever equações em um espaço destacado. Por exemplo:

$$\gamma^2 + \theta^2 = \omega^2$$

Referências

- Aula Prof Douglas Farias Cordeiro - UFG, Introdução a Latex, disponível em: <https://brhott.files.wordpress.com/2016/09/latex-aula01.pdf> ; acesso em 09/02/2022