

# Ada painting notebook

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# Table of contents

Preface	3
1 Paintings catalogue	4
2 Introduction	8
3 Summary	9
References	10

# Preface

This is a Quarto book.

To learn more about Quarto books visit <https://quarto.org/docs/books>.

# 1 Paintings catalogue

Objective: Make a selection of nine paintings for the exhibition catalogue to be selected from Wikidata and rendered multi-format in Quarto.

The below Python code uses SPARQLWrapper to retrieve data from Wikidata based on a SPARQL query.

Wikidata link: <http://www.wikidata.org/entity/Q19930126>

Title: Battle Painting

Year: 1650

Creator: Johann Heinrich Schönfeld

Copyright: public domain



Wikidata link: <http://www.wikidata.org/entity/Q19930364>

Title: Rocky Landscape with Antique Ruins

Year: 1657

Creator: Nicolaes Pieterszoon Berchem

Copyright: public domain



Wikidata link: <http://www.wikidata.org/entity/Q19930472>

Title: Riding School Before Ancient Ruins

Year: 1750

Creator: Pieter van Bloemen

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## 2 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.



## 3 Summary

In summary, this book has no content whatsoever.

## References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.