

Retour d'expérience sur Symfony

Djambazian Nicolas

Retour d'expérience sur Symfony 2

Djambazian Nicolas

beamer examples created with beamer 3.x

Matthias Pospiech

University of Hannover

6 juin 2015



Matthias Pospiech

Tutorial Euclid's Presentation

Première partie I

Tutorial

Structuring a Frame

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Tutorial Euclid's Presentation

Structuring

1 Tutorial : Euclid's Presentation

- Creating a Simple Frame
- Creating Simple Overlays
- Structuring a Frame
- Verbatim Text



beamer examples

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Tutorial Euclid's Presentation

Creating a Simple Frame

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

Structuring a Frame



beamer examples

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Tutorial Euclid's Presen-Creating

a Simple Frame

Structuring

A prime number is a number that has exactly two divisors

Exemple

- 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).



beamer examples

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Creating Simple Overlays Structuring

A prime number is a number that has exactly two divisors

Exemple

■ 2 is prime (two divisors : 1 and 2).



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Creating Simple Overlays Structuring

A prime number is a number that has exactly two divisors

Exemple

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



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Creating Simple Structuring

A prime number is a number that has exactly two divisors

Exemple

- 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).

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a Simple Frame Creating Simple Overlays

Structuring

Théorème

There is no largest prime number.

Démonstration

■ Suppose *p* were the largest prime number.

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

beamer examples

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Euclid's Presentation

Creating Simple Structuring

There is no largest prime number.

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

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Creating Simple

Structuring

Théorème

There is no largest prime number.

Démonstration

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

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Structuring

Théorème

There is no largest prime number.

Démonstration

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

The proof used reductio ad absurdum.



What's Still To Do?

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Structuring a Frame

How many primes are there?

Is every even number the sum of two primes?

Structuring

a Frame

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



What's Still To Do?

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a Frame

How many primes are there? Structuring

Is every even number the sum of two primes? [1]

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beamer
examples
```

Tutorial Presen-

```
Structuring
```

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;
```

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beamer
examples
```

Tutorial Euclid's Presen-

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Structuring
```

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

```
return 0;
```

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beamer
examples
```

Tutorial Euclid's Presen-

```
Structuring
```

```
int main (void)
 std::vector<bool> is_prime (100, true);
 for (int i = 2; i < 100; i++)
    if (is_prime[i])
return 0;
```

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beamer
examples
```

Tutorial Euclid's Presentation

Structuring

```
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;
```

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beamer
examples
```

Tutorial Euclid's Presentation

```
Structuring
```

```
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::



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How To Uncover Things Piecewise

Uncovering

Deuxième partie II

Howtos

How To Uncover Things Piecewise

Uncovering

2 How To Uncover Things Piecewise

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



beamer examples Matthias

Pospiech How To

Things Piecewise Uncovering

an Enume-Piece-wise

Hilighting the

Uncovering Piece-

First point.

First point.



Matthias Pospiech How To

Uncove Things Piecewise

> an Enumeration Piecewise

Uncovering

- First point.
- Second point.
- First point.
- Second point.



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How To Uncover Things Piecewise Uncovering

Enumeration Piecewise

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

Uncovering Pieres



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How To Things Piecewise Uncovering

an Enume-

ration Piecewise

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



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How To Things Piecewise

Enumeration Piecewise

Uncovering an

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



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How To Uncover Things Piecewise

Hilighting

an Enumeration

First point.

or

■ First point.



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How To Uncover Things Piece-

wise

an Enumeration

Uncovering

Hilighting

- First point.
- Second point.

or

- First point.
- Second point.



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How To Uncover Things Piecewise

Uncovering

Hilighting

an Enume-

ration

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

or

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



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How To Uncover Things Bowing wise

<mark>powing</mark> a ballot First point.

Uncovering an

and

howing a ballot First point.

Enumeration Uncovering

Changing Symbol Before an



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How To Things Piece-

First point. howing a ballot Second point.

and

First point.

howing a ballot Second point.

Enumeration Uncovering

Changing Symbol Before an



beamer examples Matthias

Pospiech How To

Piecewise

Uncovering

Things First point.

Second point. howing a ballot Third point.

and

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■ Second point.

nowing a ballot Third point.

Changing Symbol Before an Enumeration



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How To Things Piecewise Uncovering

Changing Symbol Enumeration

In the following example, more and more items become "checked" from slide to slide: howing a ballot First point.

- Second point.

 - Third point.



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How To Things Piecewise Uncovering

Changing Symbol Enumeration

In the following example, more and more items become "checked" from slide to slide:

howing a ballot First point.

howing a ballot Second point.

■ Third point.



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How To Uncover Things Piecewise

In the following example, more and more items become "checked" from slide to slide :

howing a ballot First point.

howing a ballot Second point.

howing a ballot Third point.

ration Uncovering

Changing Symbol Before an Enume-



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How To Uncover Things Piecewise

In the following example, more and more items become "checked" from slide to slide :

howing a ballot First point.

howing a ballot Second point.

howing a ballot Third point.

ration Uncovering

Changing Symbol Before an Enume-



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How To Uncover Things Piecewise

Uncovering Piece-

Uncovering Tagged Formulas Piecewise

$$A = B$$

(1)



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Uncovering

Uncovering Piece-

Uncovering Tagged Formulas Piecewise

$$A = B$$

$$=C$$
 (2)

(1)



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Uncovering Piece-

Uncovering Tagged Formulas Piecewise

$$A = B$$

$$=C$$
 (2)

(1)

$$= D \tag{3}$$



Pospiech
How To

How To Uncover Things Piecewise

Uncovering Piecewise

Uncovering a Table Rowwise

Class A B C D

X 1 2 3 4



How To Uncover Things

Piecewise

Uncovering

Uncovering a Table Rowwise

Class A B C D

X 1 2 3 4

Y 3 4 5 6

Uncovering Piece-



How To Uncover Things

Piecewise

Uncovering

Uncovering a Table Rowwise Class Α В C D X 1 2 3 4 Υ 3 4 5 6 Z 5 6 7 8

Uncovering Piece-wise



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How To Uncover Things Piecewise

Uncovering a Table Columnwise

Class	A
X	1
Υ	3
Z	5

Uncovering Piecewise



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Uncovering a Table Columnwise

Class	A	В
Χ	1	2
Υ	3	4
Z	5	6

Uncovering Piecewise



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How To Uncover Things Piecewise

Uncovering a Table Columnwise Class | A B C

Class	/ '		_
Χ	1	2	3
Υ	3	4	5
Z	5	6	7

Uncovering Piecewise

Changing Symbol Before



Pospiech
How To

Uncover Things Piecewise

Uncovering a Table Columnwise

Class	A	В	C	ν
Χ	1	2	3	4
Υ	3	4	5	6
Z	5	6	7	8

Uncovering Piecewise

Changing Symbol Before



examples

Troisième partie III

Building a Presentation

Dynamically

Commands

Environments

Structuring



Commands

Environments

Dynamically

Structuring a Presentation : The Interactive Global StrucPospiech

Creating Overlays

4 Structuring a Presentation : The Interactive Global Structure

Text or Images Advanced

Commands

Environments

Dynamically

Structuring a



examples Matthias Pospiech

Creating

3 Creating Overlays

4 Structuring a Presentation : The Interactive Global Structure

5 Structuring a Presentation : The Local Structure

Dynamically Changing Text or

Environments

Structuring a Presentation:

The Interactive Global Struc-



Matthias Pospiech

Commands

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

Dynamically Changing

Structuring

a Presentation : The Interactive Global

Struc-



3 Creating Overlays

4 Structuring a Presentation : The Interactive Global Structure

5 Structuring a Presentation : The Local Structure

ents 6 Animations, Sounds, and Slide Transitions

7 Adding Notes

Structuring a

Dynamically

Creating

a Presentation : The Interactive Global

Struc-

Matthias Pospiech

Creating Overlays The Pause Com-

Overlay Specifications Environments

Commands

Dynamically Changing Text or

Structuring

a Presentation : The Interactive Global Struc■ Shown from first slide on.

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Matthias Pospiech Creating

The Pause Commends

Specifications
Environments
with

Dynamically Changing

Specifications

Structuring

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Presentation:
The Interactive
Global
Struc-

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

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Matthias Pospiech Creating

manda Commands

Environments

Dynamically

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.

Shown from first slide on

Structuring



Matthias Pospiech

Creating mands Commands

Environments

Dynamically

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

Structuring



Matthias Pospiech

Creating Overlays The Pause Com-

Commands Commands with Overlay

Environments with

Dynamically

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■ Shown from fourth slide on.

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- Shown from first slide on.
- Shown from fifth slide on.

Structuring

a
Presentation:
The Interactive
Global

Struc-



Matthias Pospiech

Creating Overlays The

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Commands

Dynamically

Environments

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.

Structuring a



Matthias Pospiech

Creating Overlays The

with

Commands

Dynamically

Specifications Environments

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Structuring



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Creating Overlays The

with

Specifi-

Commands

Dynamically

Environments

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Structuring



Matthias Pospiech

Creating Overlays

Specifi-cations **Environm**ents

Dynamically

Commands with

This line is inserted only on slide 1.

Structuring



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Creating Overlays

with

Commands Specifi-cations **Environm**ents

Dynamically

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Structuring



examples Matthias

with

Shown on first slide. Commands

Specifi-cations **Environm**ents

Shown on all slides.

Structuring

Dynamically



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Creating

Specifi-**Environm**ents

Commands with

Dynamically

Structuring Presentation :

The Interactive Global StrucShown on first slide. Shown on second and third slide.

Still shown on the second and third slide.

Shown on all slides.



Matthias Pospiech

Creating

Specifi-**Environm**ents

Commands with

Dynamically

Structuring Presentation :

The Interactive Global StrucShown on first slide. Shown on second and third slide.

Still shown on the second and third slide.

Shown on all slides.



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Creating Overlays The

with Overlay Specifications Environments

Commands

Dynamically

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Shown from slide 4 on.

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Structuring



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Creating Overlays The Pause

Commands with Overlay Specifications

Environments

Dynamically Chan-

Structuring

Presentation:
The Interactive
Global
Struc-

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



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Creating

Commands with Specifi-**Environm**ents

Dynamically

Structuring

Presentation: The Interactive Global Struceffect as the following command. Same effect as the previous command.

Same



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Creating

Specifi-**Environm**ents

Dynamically

Commands with

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

Same effect

Structuring

Presentation: The Interactive Global

Struc-



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Creating Overlays

Commands
with
Overlay
Specifications
Environments

Dynamically

Shown on 1, 2 Shown on 1, 2, 4

Structuring

a Presentation : The Interactive Global

Struc-

Matthias Pospiech

Creating Overlays

Commands with Specifi-cations **Environm**ents

Dynamically

Structuring

Presentation: The Interactive Global

Struc-

Shown on 1, 2 Shown on 1, 2, 4



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Creating Overlays

Commands
with
Overlay
Specifications
Environments

Shown on 3, 4 Shown on 3, 5

Dynamically Changing

Structuring

a Presentation : The Interactive Global



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Creating Overlays

Commands
with
Overlay
Specifications
Environments

Dynamically

Shown on 3, 4 Shown on 1, 2, 4

Structuring

a Presentation : The Interactive Global

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Creating Overlays

Commands
with
Overlay
Specifications
Environments

Dynamically

Shown 5, 6, 7, ... Shown on 3, 5

Structuring

a Presentation : The Interactive Global



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Creating Overlays

Commands
with
Overlay
Specifications
Environments

ents

Dynamically Chan-

Structuring

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



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Creating Overlays

Commands with Overlay Specifications

cations
Environments
with

Dynamically Chan-

Structuring

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



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Creating Overlays

Commands with Specifi-cations

Environments

Dynamically

Structuring

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



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Creating Overlays The

Overlay Specifications Environments

Dynamically

Commands with

ments

Structuring

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

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Creating Overlays

Specifi-cations **Environm**ents

Commands with

Dynamically

Structuring

Presentation: The Interactive Global Struc**■** The first and main point.

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Creating Overlays

Commands with Specifi-Environments

Dynamically

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

Structuring

Matthias Pospiech

Creating

Specifi-**Environm**ents

Dynamically

Commands with

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

Structuring

Global Struc-



Matthias Pospiech Creating

Overlays
The
Pause
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Commands

Specifications

Dynamically

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Environments with

Structuring

a Presentation : The Interactive Global

Struc-

This line is always shown.



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Creating Overlays

with Specifi-**Dynamically**

Commands

Environments

Structuring

Presentation: The Interactive Global

Struc-

This line is always shown. This line is inserted on slide 2.



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Creating

with Specifi-**Dynamically**

Commands

Environments

Structuring

Presentation: The Interactive Global

Struc-

This [word] is in round brackets on slide 2 and in square brackets on slide 1.



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Creating Overlays

with Specifi-**Dynamically**

Commands

Environments

Structuring

Presentation: The Interactive Global StrucThis (word) is in round brackets on slide 2 and in square brackets on slide 1.



Matthias Pospiech Creating

Some text for the first slide.
Possibly several lines long.

Commands with Overlay Specifi-

Environments with

Dynamically Changing Text or Images Advanced

Structuring



Matthias Pospiech Creating

Replacement on the second slide.

Commands with

Environments

Dynamically Charging Text or Images

Structuring



Matthias Pospiech Creating

Overlays
The
Pause
Commands
Commands

Some text for the first slide. Possibly several lines long.

Environments with

Dynamically Changing Text or Images Advancer

Structuring



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Overlays
The
Pause
Commands
Commands

Environments

Dynamically Changing Text or Images

Structuring

Presentation:
The Interactive
Global
Struc-

Replacement on the second slide. Supressed for handout.



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Overlays

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Environments

Dynamically

Specifi-cations Structuring

Advanced

Presentation: The Interactive Global

Struc-

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Matthias Pospiech Creating

The Pause Commends Commands

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Specifications as the

Specifications

Dynamically

Advanced Overlay Specifications

Structuring

a Presentation : The Interactive Global



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Creating

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Dynamically

Environments

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Advanced Specifi-cations Structuring

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Environments

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Advanced Specifi-cations Structuring

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Advanced Specifi-cations

Dynamically

Structuring

Presentation : The Interactive Global

Struc-

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Creating

Commands

Dynamically

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Specifi-cations Structuring

Advanced

Presentation : The Interactive Global

Struc-

Environments

This text is shown the same



Matthias Pospiech Creating

Apple

Overlays
The
Pause
Commands
Commands

Environments

Dynamically Chan-

Overlay Specifications Structuring

Advanced



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Creating Overlays

Overlay Specifications Environments

Commands

Specifications

Dynamically

Advanced Overlay Specifications

Structuring

- Apple
- Peach



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Creating Overlays Apple

Peach

Plum

Commands with Overlay

Environments

cations
Dynamically

Advanced Overlay Specifications

Structuring



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Creating Overlays Apple

Peach

Plum

Orange

Specifications
Environments

Commands

ents

Dynamically Chan-

Specifications Structuring

Advanced

a Presentation : The Interactive Global



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Creating Overlays

Commands with Overlay Specific

Environments with

Dynamically Changing

Specifications Structuring

Advanced

- Apple
- Peach
- Plum
- \blacksquare Orange
- Apple



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Creating Overlays

Commands

with
Overlay
Specifications
Environments

Dynamically Changing

Specifications Structuring

Advanced

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



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Creating Overlays

Commands with Overlay Specifi-

Environments

Overlay Specifications
Dynamically

ging
Text or
Images
Advanced

Specifications Structuring

- Apple
- Peach
- Plum
- Orange
- ApplePeach
- Plum



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Creating Overlays

Overlay Specifications Environments

Commands

Specifications

Dynamically

Specifications Structuring

Advanced

a

Presentation:
The Interactive
Global
Struc-

Apple

PeachPlum

Orange

Apple

Peach

Plum

Orange



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Creating Overlays

Commands
with
Overlay
Specifications
Environments

Specifications

Dynamically

Structuring

Advanced

a Presentation : The Interactive

Global StrucApple

PeachPlum

Orange

ApplePeach

Plum

Orange

■ This is important.



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Creating

Commands **Environm**ents

Dynamically

Specifi-cations Structuring

Advanced

Presentation :

The Interactive Global Struc-

- Apple
- Peach
- Plum
- Orange
- Apple Peach
- Plum
- Orange
- This is important.
- We want to highlight this and this.



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Creating

Commands

Environments

Dynamically

Specifi-cations Structuring

Advanced

- Apple
- Peach
- Plum
- Orange
- Apple Peach
- Plum
- Orange
- This is important.
- We want to highlight this and this.
- What is the matrix?



Matthias Pospiech Creating

Overlays
The
Pause
Commands
Commands

First item.

Environments with Overlay

Jump to second slice

Structuring

Dynamically



Matthias Pospiech Creating

Overlays

Pause Commands Commands

First item.

Second item.

Environments with

Jump to second slid

Dynamically Chan-

Structuring



Matthias Pospiech

Creating Overlays The Pause

Commands

Environments

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

. . .

Dynamically

Structuring



Matthias Pospiech Creating

Overlays
The
Pause
Commands
Commands

First item.

Environments with Overlay

Jump to second slice

Structuring

Dynamically



Matthias Pospiech Creating

Overlays

Pause Commands Commands

First item.

Second item.

Environments with

Jump to second slid

Dynamically Chan-

Structuring



Matthias Pospiech

Creating Overlays The Pause

Commands

Environments

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

. . .

Dynamically

Structuring



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Creating Overlays

Commands

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Dynamically

There are three important points :

A first one,

Environments with

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Presentation : The Interactive Global StrucThere are three important points:

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

Structuring



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There are three important points :

- 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.



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There are three important points :

- 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.

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long label Some text.

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Definition

A set consists of elements.

Wrong Theorem

1 = 2.

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Definition

A set consists of elements.

Wrong Theorem

Environments 1 = 2.

Example

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

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Exemple (Natural Numbers)

The set of natural numbers is infinite.

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beamer example

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Typesetting a postit :

Place me somewhere!

Theorem

A = B.

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Two lines.

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Presentation: The Interactive Global StrucOne line (but aligned).

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This theorem flies out.

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This theorem flies in.

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▶∧ Flying Theorems (You Really Shouldn't!)

beamer examples

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This theorem flies out.

Environments

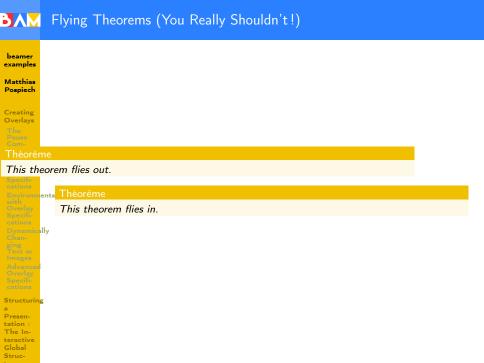
This theorem flies in.

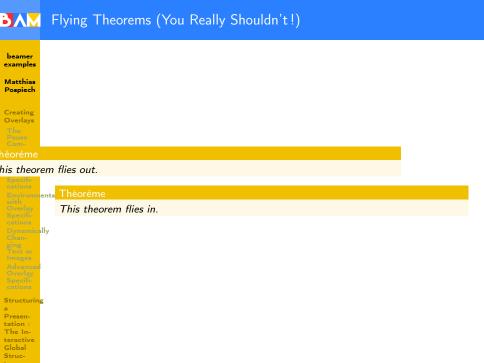
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[Goldbach, 1742] Christian Goldbach.

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