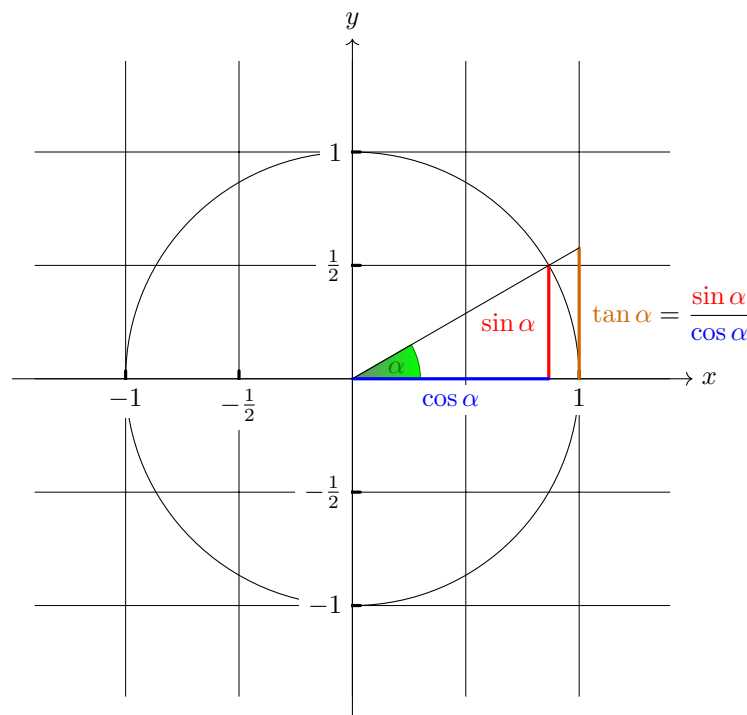


1 Karl's graph

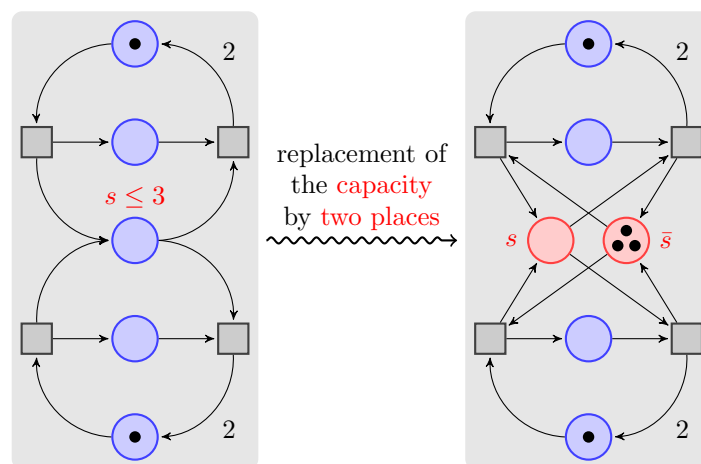


The **angle** α is 30° in the example ($\pi/6$ in radian). The **sine of** α which is the height of the red line is

$$\sin \alpha = 1/2.$$

By the theorem of Pythagoras,...

2 Petri Nets

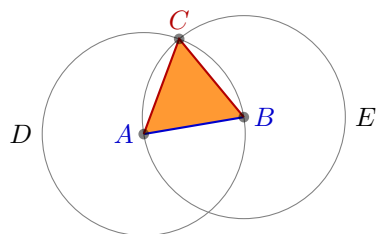


3 Book I, Proposition I

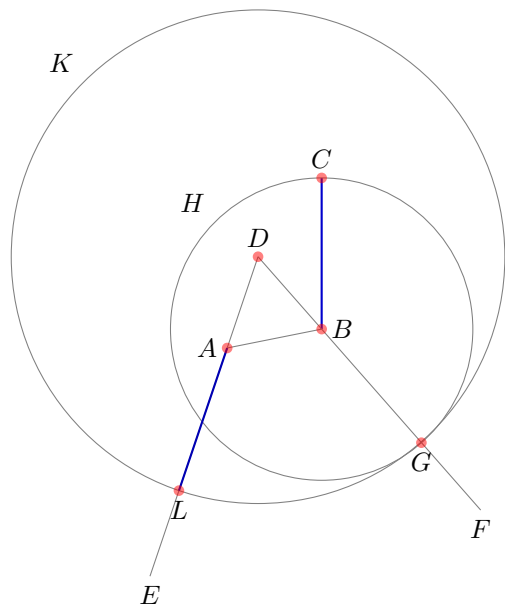
Proposition I

To construct an *equilateral triangle* on a given *finite straight line*.

Let AB be the given finite straight line. ...



4 Book I, Proposition II



Proposition II

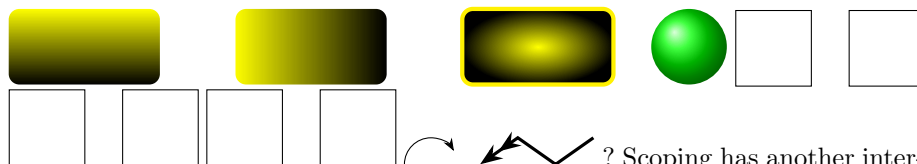
To place a *a straight line* equal to a given straight line ...

5 Diagrams as Simple Graphs


unsigned integer

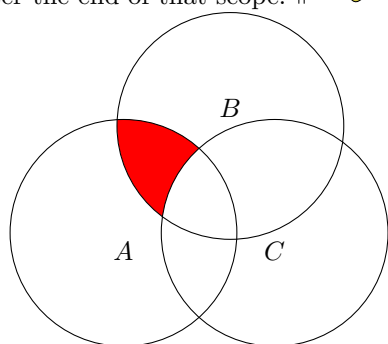
Curved Path Construction.





Scoping has another interesting effect: Any changes to the clipping area are local to the scope. Thus, if you say `\clip` somewhere inside a scope, the effect of the `\clip` command ends

after the end of that scope.  $x = 1, x = 2, x = 3,$



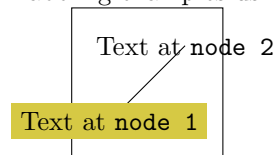
loops to create interesting effects.

We can also nest

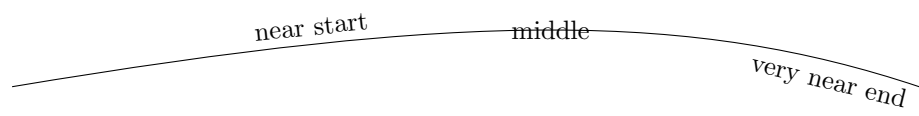
1,5	2,5	3,5	4,5	5,5
1,4	2,4	3,4	4,4	5,4
1,3	2,3	3,3	4,3	5,3
1,2	2,2	3,2	4,2	5,2
1,1	2,1	3,1	4,1	5,1

7,5	8,5	9,5	10,5	11,5	12,5
7,4	8,4	9,4	10,4	11,4	12,4
7,3	8,3	9,3	10,3	11,3	12,3
7,2	8,2	9,2	10,2	11,2	12,2
7,1	8,1	9,1	10,1	11,1	12,1

Labeling examples using TikZ.



You can also position labels on curves and, by adding the `sloped` option, have them rotated such that they match the line's slope.



Using pics to reuse a piece of code in a picture.

