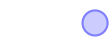
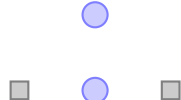


The angle α is 30° in the example ($\pi/6$ in radian). The sine of α which is the height of the red line is

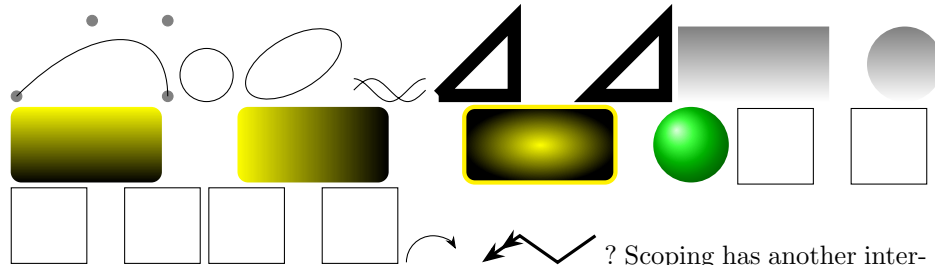
$$\sin \alpha = 1/2.$$

By the theorem of Pythagoras,...

Tutorial #2: Petri nets

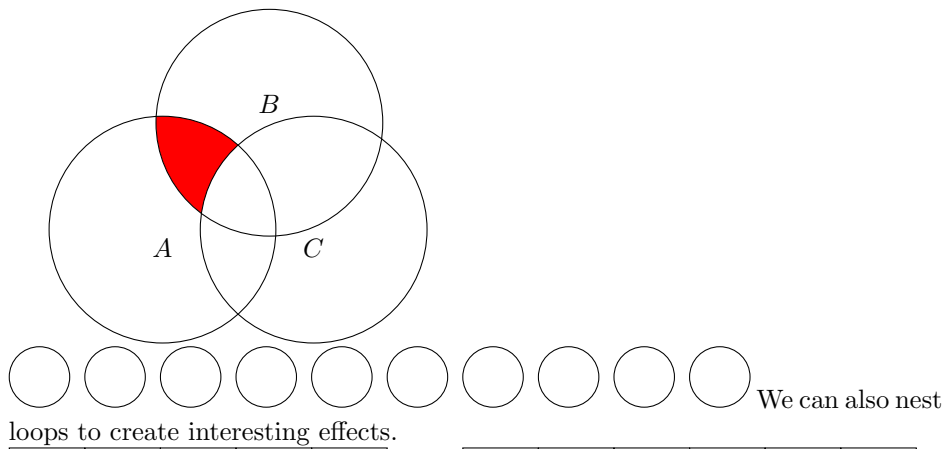


Curved Path Construction.



? 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. \parallel  $x = 1, x = 2, x = 3,$

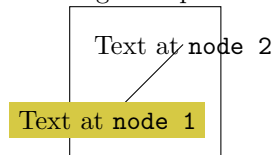


loops to create interesting effects.

| | | | | |
|-----|-----|-----|-----|-----|
| 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.

