# Specialities

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## 1 Bibliograhy

Partl [2] has proposed that ...

#### References

[2] H.Partl: German T<sub>E</sub>X, TUGboat Volume 9, Issue 1 (1988)

# 2 A lesson in Bib TeX

The next tutorial is taken from the following link:

BibTeX

See Appendix.tex for the tutorial in  $\mathrm{Bib} LaTeX$  The steps are:

- 1. Create .bib file
- 2. Following the sequence:  $LaT_EX$ ,  $BibT_EX$ ,  $LaT_EX$ ,  $LaT_EX$ . The result will be: Random citation [1] is embedded in the text.

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#### References

[1] J. Doe, The book without title. Dummy publisher, 2010.

## 3 Including Encapsulated PostScript(.eps)

driver=dvips, the most popular 'dvi to POSTSCRIPT' converter program, but this is sucked in PDF!

Gale@\textbfGale-Shapley algorithm
match@\textsltwo-sided match-ing theory
game theory|textbf



Figure 1: This is my picture

## 4 Indexing

Consider the following paragraph:

Gale-Shapley algorithm The Gale-Shapley algorithm forms a basic cornerstone for the study of two-sided matching theory, one of the subfields of game theory.

Remember to run

#### makeindex filename

to initiate the creation of .ind file, which contains the sorted index and is processed by the input latex document.

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# $\mathbf{Index}$

Gale-Shapley algorithm, 3 game theory, 3

 $two\text{-}sided\ matching\ theory,\ 3$ 



# 5 Fancy Headers

The default headers and footers in  $\mbox{\sc in}\ \mbox{\sc LMT}_E\!X$  are defined by  $\pagestyle{\sc in}\ \mbox{\sc headers}$  and  $\pagenumbering{\sc in}\ \mbox{\sc in}\$ 

**6** 
$$E = mc^2$$

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