

# Creating accessible and interactive documents with PreTeXt

A JMM2023 Professional Enhancement Program

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2023 January



# Preface

**Note.** This JMM Professional Enhancement Program will be held on Thursday, January 5 between 9 am - 11 am and Saturday, January 7 between 9 am - 11 am in Salon CD on the fourth floor of the Boston Marriott Copley Place.

[PreTeXt](https://pretextbook.org)<sup>1</sup> is a document authoring system that allows you to convert the source of your document into a variety of output formats, including fully accessible webpages, PDF, Epub, Jupyter Notebooks, and braille. This “write once, read anywhere” approach has made it a popular choice for authors of Open Educational Resources, but PreTeXt can also be used to create other kinds of mathematical documents as well. Recent updates make this process much easier; there has never been a better time to get started with PreTeXt.

Participants of this PEP will be introduced to the fundamentals of authoring documents with PreTeXt and gain the technical skills required to work with it. Specifically, participants will learn how to:

- Use GitHub Codespaces to create an editable PreTeXt document in their web browser.
- Write and structure content using PreTeXt markup.
- Add content to the document, including mathematics, graphics, interactive exercises, and more.
- Build accessible and interactive webpages as well as a static PDF from the same PreTeXt source.
- Easily deploy the interactive webpages online (for free).

We will also share tips for converting existing documents into PreTeXt.

Prior to the PEP, participants should have some familiarity with LaTeX or other markup languages. No previous experience working with PreTeXt or HTML/XML is assumed. Participants should bring a laptop that can connect to JMM’s provided wifi: no prior installations will be required as we will use PreTeXt’s new GitHub Codespace-powered online authoring service.

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<sup>1</sup>[pretextbook.org](https://pretextbook.org)

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# Chapter 1

## Before you arrive...

Authoring in PreTeXt requires nothing more than a wifi connection and GitHub account. GitHub users also can share their content for free on GitHub Pages!

(The program description references CoCalc.com, another service that can be used to author PreTeXt, but workshop plans have been updated to focus primarily on GitHub workflows.)

Wifi will be available in our room at the JMM, so each participant will only need to bring their laptop. No installation of software is required

### 1.1 Setting up your GitHub account

To create a GitHub account, [follow the instructions on GitHub's signup page](#).<sup>1</sup>

Be sure to note your GitHub username and password in your password manager (or however you usually keep track of login credentials) so you can log in again at the Joint Mathematics Meetings.

### 1.2 Apply for your GitHub Education discount

Educators and non-profit researchers can get many of GitHub's paid features for free.

Apply at [Education.GitHub.com](#)<sup>1</sup> to unlock these features (in our experience, applications are usually processed quickly for .edu email addresses).

### 1.3 And that's it!

Even just a couple months ago, the process to get started writing PreTeXt involved several more steps. (Raise your hand if you don't care what a "PATH variable" is!)

The community is streamlining this experience daily, and we look forward to sharing how easy writing in PreTeXt is when we meet you at the JMM!

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<sup>1</sup>[github.com/signup](https://github.com/signup)

<sup>1</sup>[education.github.com/discount\\_requests/pack\\_application](https://education.github.com/discount_requests/pack_application)

## Chapter 2

# Write Once, Read Anywhere

### Objectives

At the end of this chapter, you'll

1. Become aware of the eleven PreTeXt Principles.
2. Be able to identify several features of PreTeXt.
3. Have a working GitHub Codespaces environment to suitable for authoring and editing in PreTeXt.

### 2.1 Setting up Codespaces

A **Codespace** is an authoring environment that lives in the “cloud”, that is, a virtual machine hosted by GitHub that has all of the software needed to create great accessible documents, accessible with just a web browser.

This coding environment uses a web version of Visual Studio Code, an open-source editor, along with the PreTeXt community's custom plugins and software to get started authoring quickly.

Follow the instructions at <https://github.com/PreTeXtBook/pretext-codespace> to get started. Let this run for a few minutes in the background while you review the rest of this section.

### 2.2 PreTeXt Principles

A more detailed monograph on [PreTeXt's philosophy](https://github.com/PreTeXtBook/pretext-codespace)<sup>1</sup> is available in the PreTeXt Guide.

#### List 2.2.1 PreTeXt Principles

1. PreTeXt is a markup language that captures the structure of text-books and research papers.
2. PreTeXt is human-readable and human-writable.
3. PreTeXt documents serve as a single source which can be easily converted to multiple other formats, current and future.

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<sup>1</sup>[pretextbook.org/doc/guide/html/philosophy.html](https://pretextbook.org/doc/guide/html/philosophy.html)



4. PreTeXt respects the good design practices which have been developed over the past centuries.
5. PreTeXt makes it easy for authors to implement features which are both common and reasonable.
6. PreTeXt supports online documents which make use of the full capabilities of the Web.
7. PreTeXt output is styled by selecting from a list of available templates, relieving the author of the burden involved in micromanaging the output format.
8. PreTeXt is free: the software is available at no cost, with an open license. The use of PreTeXt does not impose any constraints on documents prepared with the system.
9. PreTeXt is not a closed system: documents can be converted to  $\text{\LaTeX}$  and then developed using standard  $\text{\LaTeX}$  tools.
10. PreTeXt recognizes that scholarly documents involve the interaction of authors, publishers, scholars, curators, instructors, students, and readers, with each group having its own needs and goals.
11. PreTeXt recognizes the inherent value in producing material that is accessible to everyone.

## 2.3 PreTeXt is XML

Since PreTeXt uses the XML markup language, all content is structured in terms of **elements**. The root `pretext` element nests many other elements inside of it. This is accomplished by surrounding everything with a starting `<pretext>` tag and an ending `</pretext>` tag. (Folks with HTML experience will find this pattern familiar, akin to the “HTML” root element.)

[Listing 2.3.1](#) is a very simple PreTeXt/XML document. (The first line is boilerplate that lets various programs know the rest of the file is XML, and the third-to-last line is an example of a comment that won’t appear in the output.)

```
<?xml version="1.0" encoding="UTF-8"?>
<pretext>
  <article>
    <title>Hello world!</title>
    <p>Welcome to PreTeXt!</p>
    <!-- TODO: find something more to say... -->
  </article>
</pretext>
```

**Listing 2.3.1** Source of a simple PreTeXt book project.

## 2.4 Books and Divisions

There are several documents you can write in PreTeXt, such as `<article>`s and `<slideshow>`s. This tutorial will focus on `<book>`s.

A `<book>` typically includes `<frontmatter>`, and `<backmatter>`.

Between `<frontmatter>`, and `<backmatter>` are either several `<chapter>`s or `<part>`s. If used, `<part>`s are subdivided into `<chapter>`s. Then `<chapter>`s subdivide into `<section>`s, and `<section>`s can have `<subsection>`s.

Each of these subdivisions needs a `<title>`, and may have an `<introduction>` or `<conclusion>`.

[Listing 2.4.1](#) puts some of these elements together for a simple PreTeXt project (information on the other elements will come in later sections).

```

<?xml version="1.0" encoding="UTF-8"?>
<pretext xml:lang="en-US">
  <!-- (author configurations go in docinfo) -->
  <docinfo>
    <macros>
      \newcommand{\R}{\mathbb R}
    </macros>
  </docinfo>

  <book xml:id="my-great-book">
    <title>My Great Book</title>
    <subtitle>An example to get you started</subtitle>

    <frontmatter xml:id="frontmatter">
      <titlepage>
        <author>
          <personname>You</personname>
          <department>Your department</department>
          <institution>Your institution</institution>
        </author>
        <date>
          <today />
        </date>
      </titlepage>
    </frontmatter>

    <chapter xml:id="chapter-welcome">
      <title>Welcome!</title>
      <introduction>
        <p>This chapter is about the real numbers
          <m>\R</m></p>
      </introduction>

      <section xml:id="section-getting-started">
        <title>Let's get started</title>
        <p>Can you solve <m>ax^2+bx+c=0</m>?</p>
      </section>

      <section xml:id="section-learning-more">
        <title>But wait, there's more!</title>
        <p>Did you know that
          <me>x=\frac{-b\pm\sqrt{b^2-4ac}}{2a}</me>?</p>
      </section>

    </chapter>

    <backmatter xml:id="backmatter">
      <title>Backmatter</title>

      <colophon>
        <p>This book was authored in <pretext />. </p>
      </colophon>

    </backmatter>

  </book>
</pretext>

```

Listing 2.4.1 Source of a simple PreTeXt book project.

## 2.5 Paragraphs, Lists, and Blocks

Within each division (chapter, section, etc., see [Section 2.4](#)) of your book, you likely want some content (e.g. what you’re reading right now!).

Written content is usually structured as **paragraphs**, `<p>` for short. If you’ve ever written HTML, this tag may be familiar to you, but be warned: while PreTeXt is XML ([Section 2.3](#)), *PreTeXt is not HTML!* There is some overlap: you can *emphasize* words or phrases with `<em>` for instance. However, while HTML uses the full word “code” for its tag, PreTeXt uses the shortened `<c>` tag.

Note that these elements are all **semantic**: they express the *meaning* of content, not its presentation. For example, the word “semantic” was a `<term>` we just defined, while we merely emphasized “meaning” with `<em>`. The presentation of these concepts may vary by output format, likely using some combination of boldface, italics, or underlining.

**Heads up!** We’ll talk about customizing presentation later, but it’s important to remember that the PreTeXt community separates such “publication” decisions away from the work of “authoring” content.

For users coming from LaTeX, rest assured your mathematical formulas work in PreTeXt. Inline mathmode  $ax^2+bx+c=0$  is invoked with `<m>ax^2+bx+c=0</m>`, while display mathematics like

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

is available via `<me>x=\frac{-b\pm\sqrt{b^2-4ac}}{2a}</me>`. (Users from LaTeX will also appreciate that quotes are surrounded with `<q>` in PreTeXt to handle the different way quotation marks are handled in LaTeX vs most other markup languages.)

You may also have lists within paragraphs, ordered `<ol>` and unordered `<ul>`, nested as needed. Each list item is represented by `<li>`.

- A single item.
- An item with an ordered list.
  1. First item.
  2. Second item.

Of course, often you have important **blocks** of content to include, such as `<definition>`s or `<claim>`s.

**Definition 2.5.1 PreTeXt** is an uncomplicated XML language for describing scholarly documents. ◇

**Claim 2.5.2** *PreTeXt is the language that will replace LaTeX for authors.*

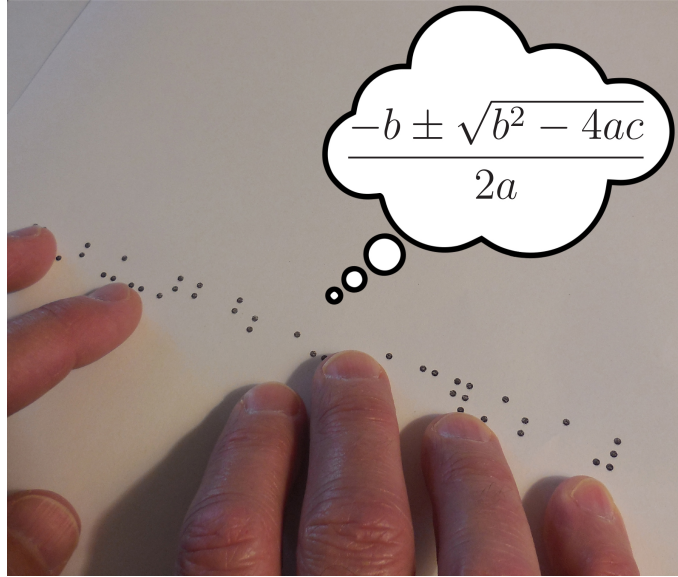
*Proof.* Left to the reader. ■

Such content is automatically numbered appropriately. Each of the blocks above is structured with a `<statement>`, and [Claim 2.5.2](#) additionally features a `<proof>`.

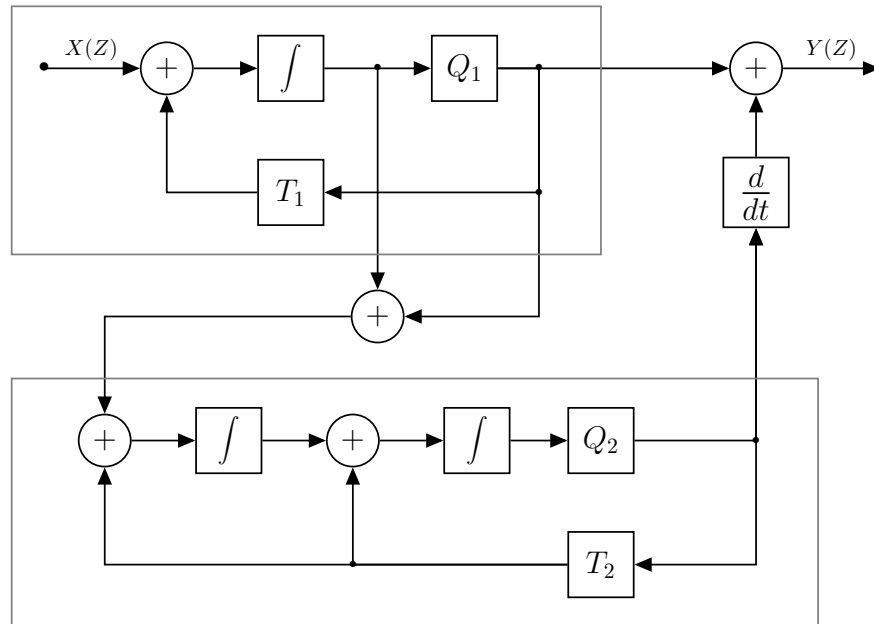
Content is often “knownl”. A **knowl** is a piece of context-independent information that is useful to transclude elsewhere in the HTML build of your document. For example, in the HTML build for this document, the above proof is knownl by default, and clicking the referenced “Claim” in the previous paragraph expands its knowl to reveal the claim for the reader.

**Note 2.5.3** Because this document was edited directly on GitHub using Codespaces, and served with GitHub pages, finding its source is simple: head to its [repository](#)<sup>1</sup> and find the [corresponding source file](#)<sup>2</sup>. Check the link out to see exactly how each claim, list, etc. in this chapter was marked up!

## 2.6 Figures and Diagrams



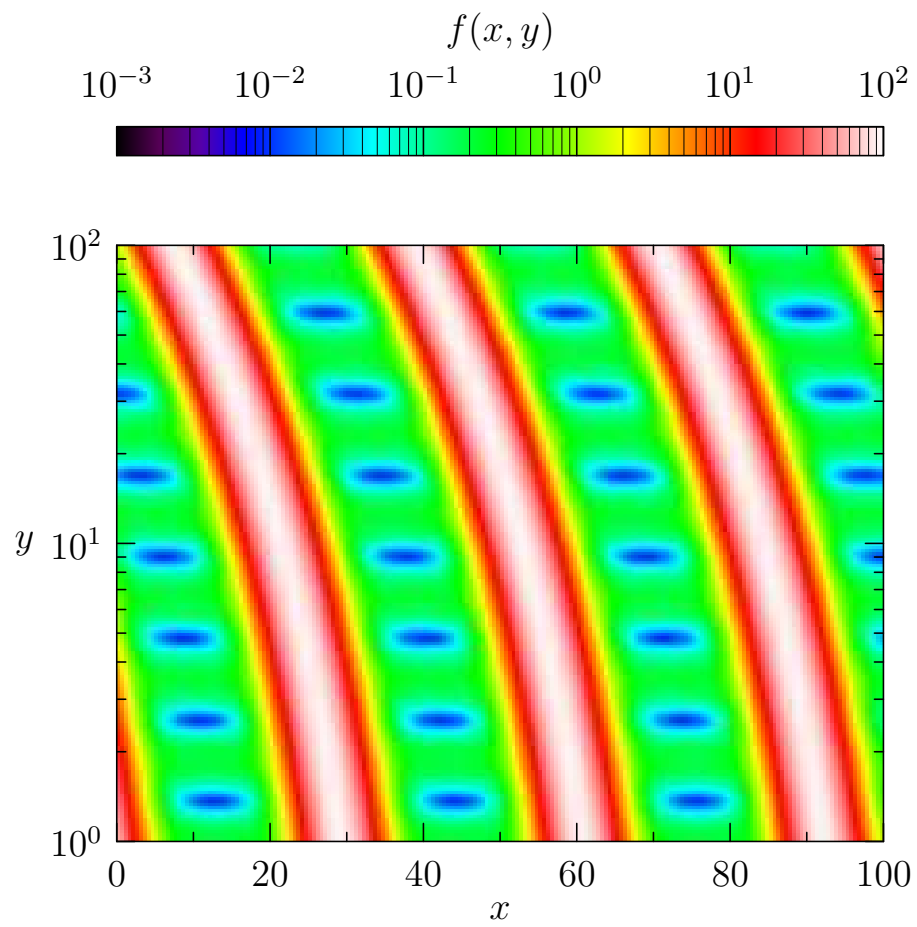
**Figure 2.6.1** Photograph taken from AIM Press Release on braille, provided as a JPEG in the project `assets` directory.



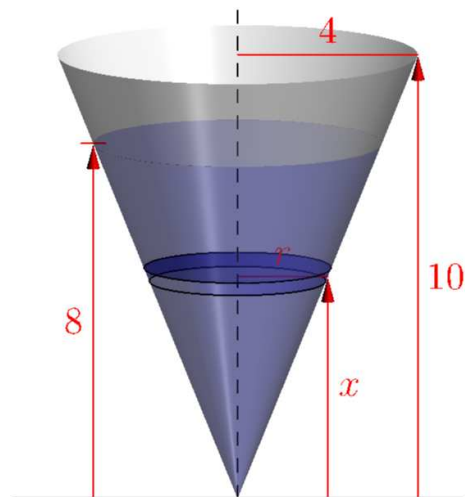
**Figure 2.6.2** Electronics Diagram generated with Tikz code

<sup>1</sup>[github.com/StevenClontz/ptx-jmm-2023/](https://github.com/StevenClontz/ptx-jmm-2023/)

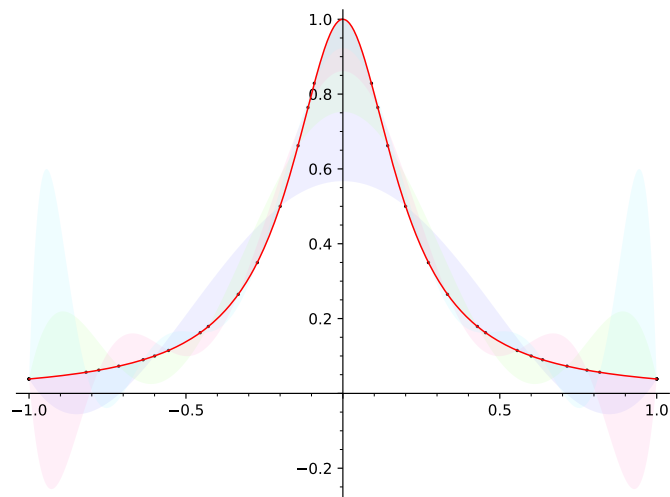
<sup>2</sup>[github.com/StevenClontz/ptx-jmm-2023/blob/main/source/ch-intro.ptx](https://github.com/StevenClontz/ptx-jmm-2023/blob/main/source/ch-intro.ptx)



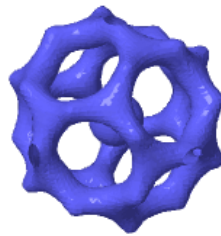
**Figure 2.6.3** Contour Plot generated from Asymptote code



**Figure 2.6.4** Work Cone generated from Asymptote code



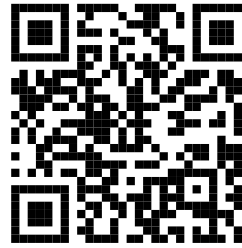
**Figure 2.6.5** Polynomial approximations of  $f(x) = 1/(1 + 25x^2)$  generated from SageMath code



**Figure 2.6.6** An implicitly defined 3D surface generated with SageMath code

## 2.7 Interactives

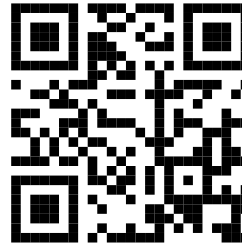
Specify a static image with the @preview attribute;  
 Or create and provide an automatic screenshot as  
 generated/preview/geogebra-right-triangle-preview.png  
 via the PreTeXt-CLI application or pretext/pretext script.



[www.geogebra.org/material/iframe/id/KGn2d4Qd](http://www.geogebra.org/material/iframe/id/KGn2d4Qd)

**Figure 2.7.1** Right Triangle Paradox powered by Geogebra

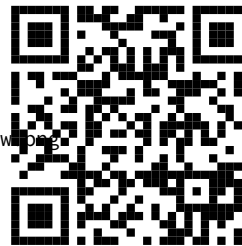
Specify a static image with the @preview attribute;  
 Or create and provide an automatic screenshot as  
 generated/preview/desmos-natural-log-preview.png  
 via the PreTeXt-CLI application or pretext/pretext script.



[www.desmos.com/calculator/ttox1bvsku](http://www.desmos.com/calculator/ttox1bvsku)

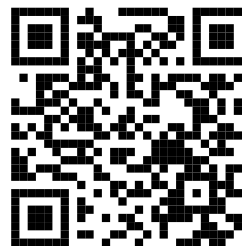
**Figure 2.7.2** Graph of  $\ln(x^2 + 5) - 3$  powered by Desmos

Specify a static image with the @preview attribute;  
 Or create and provide an automatic screenshot as  
 generated/preview/calcp3d-intersection-planes-preview.png  
 via the PreTeXt-CLI application or pretext/pretext script.



**Figure 2.7.3** Intersection of two planes powered by CalcPlot3D

Specify a static image with the @preview attribute;  
 Or create and provide an automatic screenshot as  
 generated/preview/interactive-phet-fourier-preview.png  
 via the PreTeXt-CLI application or pretext/pretext script.



**Figure 2.7.4** Fourier: Making Waves powered by PhET Interactive Simulations

## 2.8 Authoring an Exercise

**Checkpoint 2.8.1** Manually-authored exercise. What is  $2 + 2$ ?

**Hint.** We're being a bit tricky here...

**Answer.** 22

**Solution.** 22, where + is the concatenation operator.

**Checkpoint 2.8.2** Using WebWork. Compute  $1 + 7$ .

The sum is \_\_\_\_.



**Answer.** 8

**Solution.**  $1 + 7 = 8$ .

Checkpoint 2.8.3 was taken from [Linear Algebra for Team-Based Inquiry Learning](#)<sup>1</sup>.

**Checkpoint 2.8.3 Generated by CheckIt.** Consider the following system of linear equations.

$$\begin{array}{ccccccccc} 4x_1 & + & 3x_2 & + & 18x_3 & - & 11x_4 & = & -14 \\ -3x_1 & + & x_2 & - & 7x_3 & + & 5x_4 & = & 4 \\ 3x_1 & + & 3x_2 & + & 15x_3 & - & 9x_4 & = & -12 \end{array}$$

- (a) Explain how to find a simpler system or vector equation that has the same solution set.

**Answer.**

$$\text{RREF} \left[ \begin{array}{cccc|c} 4 & 3 & 18 & -11 & -14 \\ -3 & 1 & -7 & 5 & 4 \\ 3 & 3 & 15 & -9 & -12 \end{array} \right] = \left[ \begin{array}{cccc|c} 1 & 0 & 3 & -2 & -2 \\ 0 & 1 & 2 & -1 & -2 \\ 0 & 0 & 0 & 0 & 0 \end{array} \right]$$

- (b) Explain how to describe this solution set using set notation.

**Answer.** The solution set is  $\left\{ \left[ \begin{array}{c} -3a + 2b - 2 \\ -2a + b - 2 \\ a \\ b \end{array} \right] \mid a, b \in \mathbb{R} \right\}.$

**Checkpoint 2.8.4 Runestone-powered True/False Question.** This statement is true or false.

True or False?

**Answer.** True.

**Solution.** True.

Feedback goes here.

**Checkpoint 2.8.5 Runestone-powered Matching Problem.** A multiple choice question

- A. right answer 1
- B. right answer 1
- C. wrong answer 1
- D. wrong answer 2

**Answer.** A, B.

**Solution.**

- A. *Correct.*  
answer specific feedback
- B. *Correct.*  
answer specific feedback

---

<sup>1</sup>[teambasedinquirylearning.github.io/linear-algebra/](https://teambasedinquirylearning.github.io/linear-algebra/)

C. *Incorrect.*

answer specific feedback

D. *Incorrect.*

answer specific feedback

**Checkpoint 2.8.6 Runestone-powered Parsons Problem.** Rearrange the blocks in alphabetical order

- C
- B
- 103
- D
- A

**Solution.**

- A
- B
- C
- D

**Checkpoint 2.8.7 Runestone-powered Matching Problem.** Match the letters with their order in the alphabet

A
B
C

**Solution.**

A	1
B	2
C	3

## 2.9 Not Just HTML, Not Just PDF

This document is available in HTML format at <https://stevenclontz.github.io/ptx-jmm-2023/>, and the same document is available in a PDF format at <https://stevenclontz.github.io/ptx-jmm-2023/pdf/main.pdf>.

Obtaining these formats are as easy as running `pretext build web` and `pretext build print` respectively. PreTeXt supports other types of output as well, including Jupyter notebooks, ePub, and tactile braille code.

You're encouraged to view authoring in PreTeXt as an *investment*: you may not need the braille output today, but the little extra thought and care required to author in PreTeXt will allow you to provide this version of your document to a blind student tomorrow.

## 2.10 Wrapping Up

Go check back on the Codespace you created in [Section 2.1](#). If it's up and

running, you're ready to move on to the next section!

## Chapter 3

# Codespace Workflow

Once you create content in PreTeXt, it is time to **build** it, perhaps **generate assets** (if your project has such assets), **view** the result to make sure it looks good, and when you are ready, **deploy** your web output to a live webpage for others to marvel at.

In this chapter we will walk through the steps to do this inside a codespace environment.

### 3.1 Build and Generate

Inside the VS Code window you opened through codespaces, have a .ptx file open. You can build your entire project in a few different ways.

- Click the green triangle in the top-right corner of the window (hovering will show “Build (select target)”). A window will pop up asking for a **target** to build. To start just select “web”.
- In the “Explorer” panel on the left-hand side of the window, you can expand the “PreTeXt Commands” menu and select the Build option.
- You can type `pretext build web` from the terminal (this uses the CLI directly).
- You can use the keyboard shortcut `CTRL+ALT+b` (or perhaps `CMD` instead of `CTRL` if you have a Mac).

If your document contains some more complicated elements, you might need to **generate** them for them to show up. The elements that require this are (depending on what your build target is):

- `<latex-image>`
- `<sagemath>`
- `<asymptote>`
- `<youtube>` (for thumbnail previews)
- `<webwork>`
- `<codeLense>`

You can generate assets in much the same way you run a build. There is a button on the top-right of the window, and option in the “PreTeXt Commands” menu, you can type `pretext generate` in the terminal, or use the keyboard shortcut `CTRL+ALT+g`.

**Note 3.1.1** Note that generating assets requires additional software. If you started the default codespace, then this is not necessarily installed. You can fix this by entering the following command in the terminal:

```
sudo bash ../devcontainer/postCreateCommand.sh
```

Alternatively, when you create a codespace, you can click the three dots next to the `+` and select the devcontainer that has “pretext-full” in its name.

Once you install this software once, you should be good to go as long as your codespace exists.

## 3.2 Previewing

You can check the output of what you built using the **View** command. Again, you can access this in multiple ways: top-right icon or PreTeXt Commands menu. When you use either of these, you will get a choice for your viewer. We currently suggest using “Live Preview”, although on codespace this requires a few extra steps:

1. When the side preview opens, it will ask you if you want to open in an external browser. Click “Open in browser”.
2. Now close that new tab that opens, and also close the side panel in VS Code that opened.
3. Finally select “View” again, and it should just work. You can drag the VS Code tab to un-split the window to make it easier to view.

You can also experiment with the CLI view command, by selecting that from the pop-up menu, or by typing `pretext view web` in the terminal. This should pop up a new browser tab with the preview. The only reason we caution against this currently is that the local server that gets started to preview the files will keep running as long as your codespace is active, and we don’t understand how this affects resource use.

When you make edits to your source files, you will need to build again, and then refresh the preview window to see the changes.

## 3.3 Saving your work

Using codespaces will keep all your files “in the cloud” on GitHub’s server. As long as you don’t delete your codespace, your files will be saved there. However, you will want to **push** these files to your **git repository** on GitHub to make this save permanent. This has the benefit of allowing collaborators to access your files as well (your codespace is unique to your account).

There is a *lot* to learn about git, but luckily using VS Code lets you do everything you need using menus (you don’t need to use the command line, unless you want to). Everything can be controlled using the **Source Control** view: it should be third from the top on the very left of the window, an icon with splitting paths, and likely a badge showing how many files you have changed.

Here are the basic concepts you need to understand.

- The program **git** keeps track of all the changes you make to files inside of your **repository** (in this case, the folder containing your project).
- Once you have edited your files and are happy with all of them, you tell git to track the set of changes as a **commit**. This creates a handy *breakpoint* you could return to if you want to go back to an earlier version. There are two steps to creating a commit (which you can often do all at once in practice):

1. You **stage** the files you want to update in the commit.

You **commit** the stage files including a **commit message**.

Doing this in two steps can be helpful if you want to commit only some of the files that have changed.

- Once you have one or more commits, you need to sync these changes with GitHub. To “upload” your changes, you **push** the repository. To download changes that you are someone else made, you **pull** the repository.

Now, how do we do these things in VS Code? Start by looking at the Source Control view. You will notice a list of files that were changed. You can click on any of these to see what the changes are (you will see a side-by-side view of the original and updated version).

If you are comfortable staging and committing in one step, you can simply write yourself a short message in the textbox above the big green “Commit” button, and click the button. If you want to stage first, click the + next to each file under “changes” to stage them.

The green button should now turn into a “Sync” button. When you click that, it will do a quick pull and then a push, to sync changes with GitHub.

The only small point about using git is that not all files will be tracked. This is on purpose, since temporary files really should not be “remembered” using this version control setting. Which files or types of files are ignored by git is controlled by the “.gitignore” file in your repository.

In particular, we do not track the output of builds. Git is used to track progress on your source, which you build into output at any time. If you want others to be able to see the output of your work without building it themselves, you need to deploy your work.

### 3.4 Deploy

So you have worked tirelessly to prepare course notes or a book, built and previewed, synced changes using git, and now you are ready to share the results of your efforts with the world. It’s time to **deploy** your project.

With our codespace setup this is simple. From the “PreTeXt Commands” menu, click on “Deploy to GitHub”. This will automatically take the most recent build of your web target and host it through [GitHub Pages](#)<sup>1</sup>. Watch the output pane for a link to your published site. (It can take a few minutes for the site to get set up or updated; there should be another link to view the progress of the GitHub “action” that reports the progress.)

---

<sup>1</sup>[pages.github.com/](https://pages.github.com/)

# Chapter 4

## Practice Exercises

Let's get our hands dirty and try writing some PreTeXt. If you have some ideas of what you want to try, go for it. Otherwise, try to implement as many of the following as you can.

### 4.1 Basic PreTeXt

#### Practice 4.1.1 Paragraph contents.

- (a) Write a paragraph of text that includes an *emphasized* word, a “quoted” word, and inline math using a variable like  $x$  or  $y$ .
- (b) Write the definition of a term inside a paragraph (not as a numbered definition). The defined word should be clear when you read it. For example: a **slark** is a hybrid of a sloth and a shark.
- (c) Write a paragraph that includes a math equation on a displayed line. Like this:

$$f(x) = \begin{cases} 1 & x = 1 \\ 0 & x \neq 1 \end{cases}.$$

**Practice 4.1.2 Lists and Paragraphs.** Write a numbered list of your favorite three animals and an unnumbered list of your three favorite numbers (in no particular order). Put text introducing the lists between them.

#### Practice 4.1.3

- (a) Create the following table using the pretext `tabular` environment.

1	2	3
4	5	6

- (b) Create the same table using a L<sup>A</sup>T<sub>E</sub>X array environment.

1	2	3
4	5	6

## 4.2 Blocks

### Practice 4.2.1

- (a) Write a numbered definition. Don't forget to highlight the word that is being defined.
- (b) Oh no! You just realized that your definition is actually more of an axiom. What are you going to do!?!?

### Practice 4.2.2

- (a) Write a lemma. Since it is probably obvious, you can leave off the proof.
- (b) Write a theorem, and include a proof. The proof should use (and reference) the lemma (which means you need to go back and identify the lemma some how).
- (c) What other types of mathematical statements might you want to include now? Maybe you put a remark or a note or a corollary? What would you want to do? What can you do?

### Practice 4.2.3

- (a) Write a numbered example.
- (b) Sometimes an example is of a problem you would ask students to solve. You might include a hint or solution for such examples. Give an example of such a thing, with a hint and solution.

### Practice 4.2.4

- (a) Write an **activity** that you would want your students to try. Give your activity a hint.
- (b) Sometimes an activity has multiple parts. You could give each part as an item on a numbered list, but that would not allow parts to have their own hint/answer/solution.

Instead, you can make each part its own `<task>`. Try writing a multi-part activity, some parts having hints, others having a solution.

Exercises can appear at the end of a section, in an `<exercises>` division, or they can be “checkpoint” exercises that show up in the middle of a section.

**Practice 4.2.5** Write a checkpoint exercise. Up to you whether it gets parts (i.e. tasks).

#### What we learned.

You can do lots of things in PreTeXt.

**Practice 4.2.6** Write a summary box like the one above. You might say that such a box “assembles” the concepts you have discussed...

## 4.3 Challenges

Want to push yourself a bit? Try some of these bonus activities

**Challenge 4.3.1** Replicated the following:

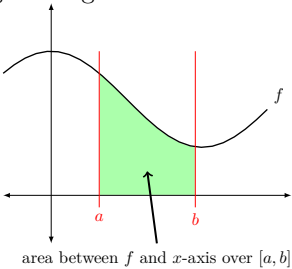
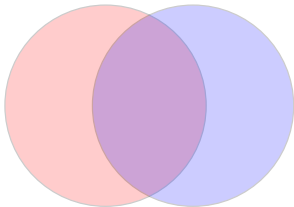


Table 4.3.1 Table of Values

$f(x) = x^2$

$x$	$f(x)$
1	1
2	4
3	9

**Challenge 4.3.2** Create the following images using TikZ



## Chapter 5

# Some Activities

### 5.1 Adapting existing content

**Activity 5.1.1** Nest the following PreTeXt elements in order to produce the “Graphing a Derivative” subsection of [OpenStax Calculus Volume 1 Section 3.2](#)<sup>1</sup>.

```

<caption>The derivative  $f'(x)$  is positive everywhere
because the function  $f(x)$  is
increasing.</caption>
<caption>The derivative  $f'(x) < 0$  where the
function  $f(x)$  is decreasing and  $f'(x) > 0$ 
where  $f(x)$  is increasing...</caption>
<description>The function  $f(x)$  = the square root of  $x$  is
graphed as is its derivative  $f'(x) = 1/(2 \text{ times the
square root of } x)$ .</description>
<description>Two functions are graphed here:  $f(x)$  and
 $f'(x)$ . The function  $f(x)$  is the same as the above
graph, that is, roughly sinusoidal, starting at  $(-4, 3)$ ,
decreasing to a local minimum at  $(-2, 2)$ , then
increasing to a local maximum at  $(3, 6)$ , and getting
cut off at  $(7, 2)$ . The function  $f'(x)$  is an
downward-facing parabola with vertex near  $(0.5, 1.75)$ ,
y-intercept  $(0, 1.5)$ , and x-intercepts  $(-1.9, 0)$  and
 $(3, 0)$ .</description>
<description>The function  $f(x) = x^2 - 2x$  is graphed
as is its derivative  $f'(x) = 2x - 2$ .</description>
<description>The function  $f(x)$  is roughly sinusoidal,
starting at  $(-4, 3)$ , decreasing to a local minimum at
 $(-2, 2)$ , then increasing to a local maximum at  $(3, 6)$ ,
and getting cut off at  $(7, 2)$ .</description>
<example></example>
<exercise></exercise>
<figure></figure>
<figure></figure>
<image source="solution-image.jpg"></image>
<image source="fx-sqrt-x.jpg"></image>
<image source="exercise-image.jpg"></image>
<image source="fx-x2-2x.jpg"></image>
<p>We have already discussed how to graph a function...</p>
<p>In Example 3.12 we found that for
 $f(x) = x^2 - 2x, f'(x) = 2x - 2$ ...</p>
<p>Sketch the graph of  $f(x) = x^2 - 4$ ...</p>
<p>In Example 3.11 we found that for
 $f(x) = \sqrt{x}, f'(x) = 1/2\sqrt{x}$ ...</p>
<p>The solution is shown in the following graph. Observe
that...</p>
<p>Use the following graph of  $f(x)$  to sketch a graph
of  $f'(x)$ .</p>
<solution></solution>
<statement></statement>
<statement></statement>
<subsection></subsection>
<title>Graphing a Derivative</title>
<title>Sketching a Derivative Using a Function</title>

```

**Activity 5.1.2** Consider the following concerning the first two pages (leading up until the “Units” header) of [Elements of Abstract and Linear Algebra](#)<sup>2</sup>.

- Consider how this content might be scaffolded in terms of paragraphs, theorems, statements, proofs, and so on (not necessarily in PreTeXt terms).
- Nest the following PreTeXt elements in order to reproduce this portion of .

<sup>2</sup>[openstax.org/books/calculus-volume-1/pages/3-2-the-derivative-as-a-function#fs-id1169737770972](https://openstax.org/books/calculus-volume-1/pages/3-2-the-derivative-as-a-function#fs-id1169737770972)

```

<definition></definition>
<example></example>
<introduction></introduction>
<li><p>If  $a, b, c \in R$ ... (associative)</p></li>
<li><p> $(-a) \cdot b = a \cdot (-b) = -(a \cdot b)$ </p></li>
<li><p>If  $a, b, c \in R$ ... (distributive)</p></li>
<li><p> $(na) \cdot (mb) = (nm)(a \cdot b)$ ...</p></li>
<li><p> $a \cdot \underline{\phantom{x}} = \underline{\phantom{x}} \cdot a = \underline{\phantom{x}}$ ...</p></li>
<li><p> $R$  has a multiplicative identity...</p></li>
<li><p>Let  $\underline{n} = n\underline{1}$ . For example...</p></li>
<li><p>If  $a, b \in R$ ... (commutative)</p></li>
<p>Suppose  $R$  is an additive abelian group...</p>
<p>The next two theorems show that ring multiplication...</p>
<p>Suppose  $R$  is a ring and  $a, b \in R$ .</p>
<p>Suppose  $a, b \in R$  and  $n, m \in \mathbb{Z}$ .</p>
<p>Rings are additive abelian groups with a second operation...</p>
<p>The basic commutative rings in mathematics are the integers  $\mathbb{Z}$ ...</p>
<p>Recall that, since  $R$  is an additive abelian group...</p>
<p>If 1, 2, 3 are satisfied...</p>
<p><ol></ol></p>
<p><ol></ol></p>
<p><ol></ol></p>
<section></section>
<statement></statement>
<statement></statement>
<statement></statement>
<theorem></theorem>
<title>Rings</title>
<theorem></theorem>
<statement></statement>

```

---

<sup>2</sup>[www.math.miami.edu/~ec/book/ch03.pdf](http://www.math.miami.edu/~ec/book/ch03.pdf)

# Appendix A

## Getting Help

Here we collect a number of useful resources to help you when you are stuck. The official [PreTeXt site](#)<sup>1</sup> has lots of resources, but we understand it can be overwhelming.

**Official documentation.** Note that the official [PreTeXt Guide](#)<sup>2</sup> can be hard to use because there is so much stuff in it. Additionally, some of the documentation is out of date. Still, if you know where to look, it is a great resource.

Here are some sections that we find especially helpful:

- [Basics Reference](#)<sup>3</sup>: A listing of the main elements of PreTeXt including snippets of the code that create them. This is one of the few places in the guide that has examples of the markup.
- [Publication File Reference](#)<sup>4</sup>: When you are ready to start changing how your output looks, you can use the **publication file**, which is described in this part of the guide.
- [PreTeXt Schema](#)<sup>5</sup>: The official list of elements and where they can go is given in the PreTeXt Schema, which is described here. Also you can check out the [schema browser](#)<sup>6</sup> to actually view the schema.
- [Getting PreTeXt](#)<sup>7</sup>: If you want to install PreTeXt on your own computer, this early part of the guide gives you directions. It should be updated with information on CodeSpaces soon as well, if you need a refresher.

Finally, note that the search in PreTeXt now works really well, and searching for a feature will usually get you pointed in the right spot.

**Examples.** The [Examples](#)<sup>8</sup> page on the PreTeXt site contains a number of useful live examples. Links are provided to web, pdf, and source (on GitHub). For some of the examples, there is also an *annotated* version available. We find these especially helpful since you can “view source” to see exactly how each bit of the example was marked up in code.

Here are some of the most useful such examples:

---

<sup>1</sup>[pretextbook.org/](http://pretextbook.org/)

<sup>2</sup>[pretextbook.org/doc/guide/html/guide-toc.html](http://pretextbook.org/doc/guide/html/guide-toc.html)

<sup>3</sup>[pretextbook.org/doc/guide/html/part-basics.html](http://pretextbook.org/doc/guide/html/part-basics.html)

<sup>4</sup>[pretextbook.org/doc/guide/html/publication-file-reference.html](http://pretextbook.org/doc/guide/html/publication-file-reference.html)

<sup>5</sup>[pretextbook.org/doc/guide/html/schema.html](http://pretextbook.org/doc/guide/html/schema.html)

<sup>6</sup>[pretextbook.org/doc/schema/](http://pretextbook.org/doc/schema/)

<sup>7</sup>[pretextbook.org/doc/guide/html/quickstart-getting-pretext.html](http://pretextbook.org/doc/guide/html/quickstart-getting-pretext.html)

<sup>8</sup>[pretextbook.org/examples.html](http://pretextbook.org/examples.html)

- [Sample Book](#)<sup>9</sup>: This annotated sample book contains a section on [interactive exercises](#)<sup>10</sup>. The PreTeXt developers use this book for testing, so you can see the latest (sometimes experimental) features available.
- [Sample Article](#)<sup>11</sup>: Not particularly well organized (it is also a proving ground for developers) but this contains almost every variation of every feature of PreTeXt. Using the search and “view source” makes this an invaluable resource.

**Community Support.** There is a very active google group for support: [pretext-support](#)<sup>12</sup>. You should also subscribe to the low-traffic [pretext-announce](#)<sup>13</sup> to get updates.

This spring we will host daily virtual “drop-in” sessions to support authoring and development of PreTeXt. Information will be posted to the pretext-announce google group.

---

<sup>9</sup>[pretextbook.org/examples/sample-book/annotated/](http://pretextbook.org/examples/sample-book/annotated/)

<sup>10</sup>[pretextbook.org/examples/sample-book/annotated/interactive-exercises.html](http://pretextbook.org/examples/sample-book/annotated/interactive-exercises.html)

<sup>11</sup>[pretextbook.org/examples/sample-article/annotated](http://pretextbook.org/examples/sample-article/annotated)

<sup>12</sup>[groups.google.com/g/pretext-support](https://groups.google.com/g/pretext-support)

<sup>13</sup>[groups.google.com/g/pretext-announce](https://groups.google.com/g/pretext-announce)

## Appendix B

# Copyright and Licensing

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<sup>1</sup>[creativecommons.org/licenses/by-sa/4.0](https://creativecommons.org/licenses/by-sa/4.0/)

## Appendix C

# Acknowledgement

We would like to thank the [American Institute of Mathematics](#)<sup>1</sup> for sponsoring us to present this Professional Enhancement Program at the 2023 Joint Mathematics Meeting.

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<sup>1</sup>[aimath.org](https://aimath.org)