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DEF - ABC

A random title

Left section:

Some Text Gebäude A5.1 Raum 0.29 Right section:

Some Text More Text another line

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1 Basics

Text can be **bold**, *italic*, <u>underlined</u> or <u>everything together</u>. Inline code is possible too. Another sentence.

Text indents automatically if you leaves one row empty. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. [1]

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. [2] [3]

1.1 Item list

- item 1
 - subitem 1
 - subitem 2
- item 2

1.2 Numbered List

- 1. numbered item 1
- 2. numbered item 2

1.3 Table

	Item 1	Item 2
1	c	d
2	e	\mathbf{f}

Tabelle 1.1: Title......

1.4 Math

Inline Math looks like this x = y + z.

$$x = y + z \tag{1.1}$$

$$v + b = 4 \tag{1.2}$$

$$x = y + z$$
$$v + b = 4$$

2 Layer 0

asdf

2.1 Layer 1

asdf

2.1.1 Layer 2

asdf

Layer 3

asdf

Layer 4 asdf

 $\textbf{Layer 5} \quad \mathrm{asdf}$

3 Code Boxes

Reference to Codeauszug 3.1. The command \refn additionally adds a localized typename in front of the number. The localization has to be set inside styling.tex.

```
module Addiererzelle (
1
2
      input [5:0] A,
3
      input [5:0] B,
      input C_IN,
                             // Carry In (Uebertragseingang)
4
                             // Summe
      output reg[5:0] S,
5
                             // Carry Out (Uebertragsausgang)
      output reg C_OUT
6
 );
7
  //something happens here
  endmodule
```

Codeauszug 3.1: Example of a portlist with register- / wirearrays

```
17 module Addiererzelle #(parameter WIDTH=10) (
         input [WIDTH-1:0] A,
  18
         input [WIDTH-1:0] B,
  19
         input C_IN,
                                     // Carry In (Uebertragseingang)
 20
         output reg[WIDTH-1:0] S, // Summe
  21
                                    // Carry Out (Uebertragsausgang)
         output reg C_OUT
  22
  23
    );
  24
    //something happens here
  25
  26
  27
     endmodule
  28
  29
  30
  31 parameter ADD1_WIDTH = 6;
2 32 Addierzelle #(.WIDTH(ADD1_WIDTH)) add1 (
         . A
                (A),
  33
         .В
                 (B),
  34
         .C_IN
                (C_{IN}),
  36
         .S
                 (S),
  37
         .C_OUT (C_OUT)
  38);
```

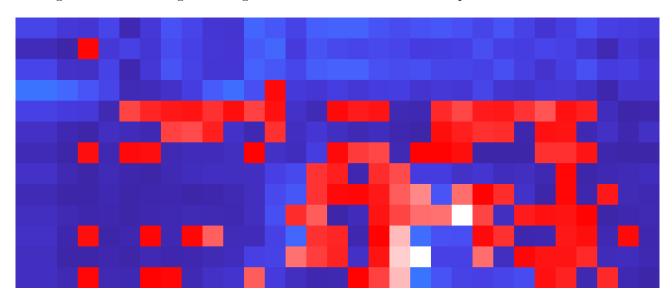
This is a codebox with an explicit defined description area. Text only referencing the code can be placed in here. Additionally referencing single lines works like 1 this or like this 2!

Additionally next to **inline highlighting** there are textboxes too:

mex -lde265 decoder/interface.cpp decoder/decoder.cpp -outdir decoder/bin;

4 Images Boxes

Image boxes can be created in the same style as codeboxes. There are predefined image box styles for single and double images and a generic box for the use with multiple elements.



This is a single image that uses the full width of the page. It can have a command in the same style as the codebox uses.

(a) Image 1 (b) Image 2

Abbildung 4.1: A single image

Two images can be displayed next to each other if they have the same dimensions.

Abbildung 4.2: Two images next to eachother

5 Titles may be hidden!

In this chapter some titles may be hidden and therefore are not shown in the TOC.

5.1 Not Hidden Section

I'm not hidden in the ToC! [1]

Hidden subsection without a number

I'm hidden! [4]

Literatur- und Quellenverzeichnis

- [1] Marc Albrecht. Sorted Sector Covering mit Bildkondensierung Eine universelle Methode zur effizienten Berechnung von Local Dimming LED Backlight. PhD thesis, Saarland University, 2010.
- [2] Niklas Claesson Alexander Aulin. Tools in CMOS design. https://www.eit.lth.se/fileadmin/eit/courses/eti135/slides/AlexanderNiklas.pdf. [letzter Zugriff am 6.07.2018; Online].
- [3] Tom Ashe. Color Management and Quality Output: Working with Color from Camera to Display to Print. Focal Press, 2012. ISBN: 0240821114 9780240821115.
- [4] Marc Albrecht, Andreas Karrenbauer, Tobias Jung, and Chihao Xu. Sorted sector covering combined with image condensation: an efficient method for local dimming of direct-lit and edge-lit LCDs. *IEICE Transactions on Electronics*, E93-C(11):1556–1563, 2010.