Programming in Vinyl

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A Question from Grade School

(Illustrating BEAMER's \pause command.)

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Let's try to find answers understandable by fifth graders (at least the more patient ones).



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Obviously, the answer is 3.

So we've derived the "invert and multiply" rule in a special case:

$$1 \div \frac{1}{3} = 3$$

But what if we give 2/3 of a cookie, not 1/3, to each person?

We're giving $2\times$ as much per person.

So we can feed only 1/2 as many people.

So we feed $\frac{1}{2} \times 3 = \frac{3}{2}.^{1}$

So we've derived the "invert and multiply" rule in another case:

$$1\div\frac{2}{3}=\frac{3}{2}$$

¹One person gets only a half share.

Now, suppose we have only 4/5 of a cookie. Then we can feed only 4/5 as many people, i.e.

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So we've derived the "invert and multiply" rule in the general case:

$$\frac{4}{5} \div \frac{2}{3} = \frac{4}{5} \times \frac{3}{2}$$



A Geometry Proof

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Theorem

The angles in a triangle sum to 180°.

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Plan: Extend AC past C to D. Draw CE parallel to AB.

1.
$$u = y$$

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3. $z+u+v = 180^{\circ}$ ACD is a straight line.

4. $z+y+x = 180^{\circ}$ Substitution from Steps 1 and 2.



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- Advanced example: http://latex-beamer. sourceforge.net/beamerexample1.pdf.