

Exercise 2 - Floating Environments

UGC ‘ \LaTeX : An Introduction (Part 2)’ Training Course

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In this exercise, we will look at including graphics in our \LaTeX documents..

1. If it’s not already open, open TeXworks. Either create a new file for this exercise and save it somewhere appropriate, or open an existing file.
2. Find a picture somewhere that you would like to include in your document. Google image search is a good place to start looking.
3. Save the picture in the same folder as your \LaTeX document.
4. Add the `graphicx` package to your document and use the `\includegraphics` command to include the image you just saved in your document.
5. Repeat the process and add another image to your document
6. Place a `figure` environment around one of the images you added previously.
7. Add a caption and a label to the figure.

From here on it will be beneficial if your document includes some large portions of text. If you have started with a blank document, add some text to your document before continuing. (You can copy and paste the text from wherever you like).

8. Experiment with placing the \LaTeX source code for your figure at different points in the document. Where does \LaTeX move it to after compiling?
9. What effect does changing the position specifier have?
10. Add a new figure containing two or more subfigures to your document.
11. Can you refer to your figures within the text of your document? Is the numbering correct?
12. Experiment with the subfigure layout. Can you create a 4x4 grid of images? Can you arrange three images vertically?
13. Change your document to be double-column. Can you make your figures stretch across both columns?
14. Create a table and wrap it in a `table` environment. Add a label and a caption to it. Can you then refer to that table in the text with a cross reference?
15. Experiment with the position specifier on the `table` environment to see how \LaTeX positions your floating table.