

Exercise 3 - The Figure Environment

UGC ‘Advanced L^AT_EX’ Training Course

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In this exercise, we will continue looking at including graphics in our L^AT_EX documents. Continue working on the same file as used in the previous exercise.

1. Place a **figure** environment around one of the images you added in the previous exercise.
2. 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).

3. Experiment with placing the L^AT_EX source code for your figure at different points in the document. Where does L^AT_EX move it to after compiling?
4. What effect does changing the position specifier have?
5. Add a new figure containing two or more subfigures to your document.
6. Can you refer to your figures within the text of your document? Is the numbering correct?
7. Experiment with the subfigure layout. Can you create a 4x4 grid of images? Can you arrange three images vertically?
8. Change your document to be double-column. Can you make your figures stretch across both columns?