

Manual of lingproblems

Michał Boroń

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1 Setup

If you don't install the package on your local computer to make it accessible for all the files, \TeX will automatically look for the `'.sty'` file in your local folder, in which you store your main `'.tex'` file. It means that you should save `'.sty'` file in this folder.

If you want to install this package on your local machine and use it globally, I'd recommend typing in Google: 'how to install .sty package' and eventually attaching the name of your favourite editor. The question is for sure answered.

The number of possibilities for each operating system and each editor is huge, although the general way to do it, is to make a new directory with the name of the package, i.e. `'lingproblems'`, in the path where other directories of other packages are stored. Then copy the `'.sty'` file to the newly created directory. After that you will need to update the whole with directories. On UNIX-based systems it can be done with

```
$ sudo mktexlsr
```

or something similar.

2 The environment problem

This environment allows us to add a new problem. The format of such a problem is based on the format used at the International Linguistics Olympiad, a worldwide contest in linguistics held annually. Every problem consists of a problem statement, tasks to be done and a short information about the language the problem is about. Also a single problem might include an introduction as well as a short explanation of some unusual phonemes used in the problem.

At an instance of the environment `problem` we generally pass two arguments: the name of the problem and the author of the problem. They will be later used in the formatting of the whole statement. Let us look at an example.

```
\begin{problem}{Cyrillic script}{Andrei Smirnov}
Here you write your problem statement.
\end{problem}
```

The preceding will produce (without the box):

Cyrillic script

Here you write your problem statement.

Also there is an option not to input and show any name of the problem. This can be achieved by using `problem*` instead. Please note that you will still need to provide an author or leave the curly braces empty.

```
\begin{problem*}{Andrei Smirnov}
Here you write your problem statement.
\end{problem*}
```

The preceding will produce (without the box):

Here you write your problem statement.

2.1 The environment tasks

As the name already suggests, in this environment, inside a `problem`, the tasks are formulated. Every task is initiated with a command `\task{}`. It generates a bullet of the following form: **(a)**. Bold, small letters of the Latin alphabet are used.

```
\begin{problem}{Cyrillic script}{Andrei Smirnov}
Here you write your problem statement.

\begin{tasks}
\task{The first task.}
\end{tasks}

\end{problem}
```

The preceding will produce (without the box):

Cyrillic script

Here you write your problem statement.

(a) The first task.

2.2 The environment langinfo

As mentioned above, you generally want to add some info about the language the problem is about. To do that you can use this environment. It will automatically generate the danger symbol **⚠** and add the author of the problem at the end. This a general standard at the International Linguistics Olympiad.

```
\begin{problem}{Cyrillic script}{Andrei Smirnov}
Here you write your problem statement.

\begin{tasks}
\task{The first task.}
\end{tasks}

\begin{langinfo}
This language is a member of the F family. It is spoken in X by Y speakers.\\
These are some unusual phonemes used in the problem: \text{'}a.
\end{langinfo}

\end{problem}
```

The preceding will produce (without the box):

Cyrillic script

Here you write your problem statement.

(a) The first task.

⚠ This language is a member of the F family. It is spoken in X by Y speakers.
These are some unusual phonemes used in the problem: á. —*Andrei Smirnov*

You can also ommit attaching the author at the end by using `langinfo*` instead.

Please view `'example.pdf'` which demonstrates a real example of the usage of this pack-
age.