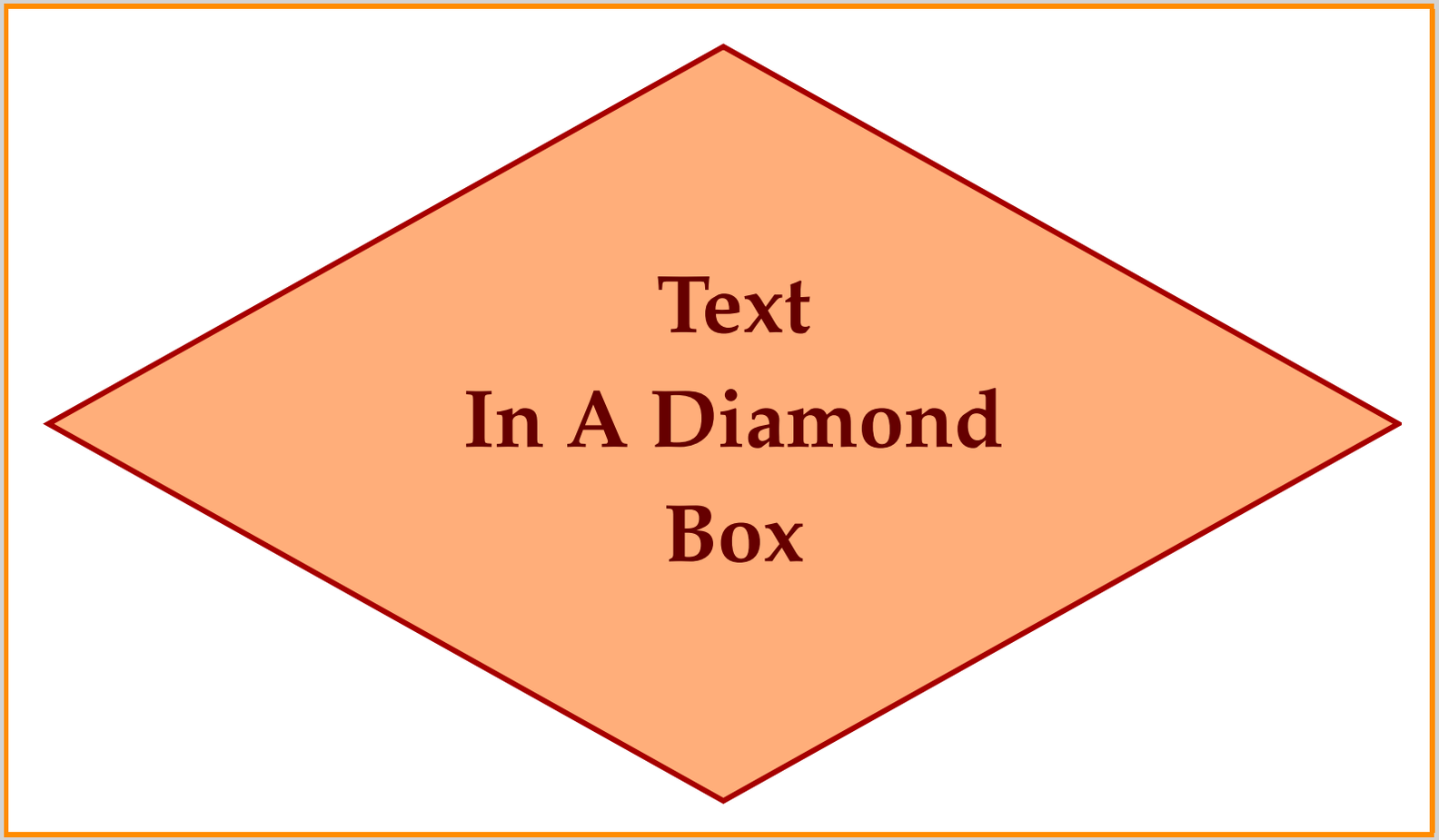
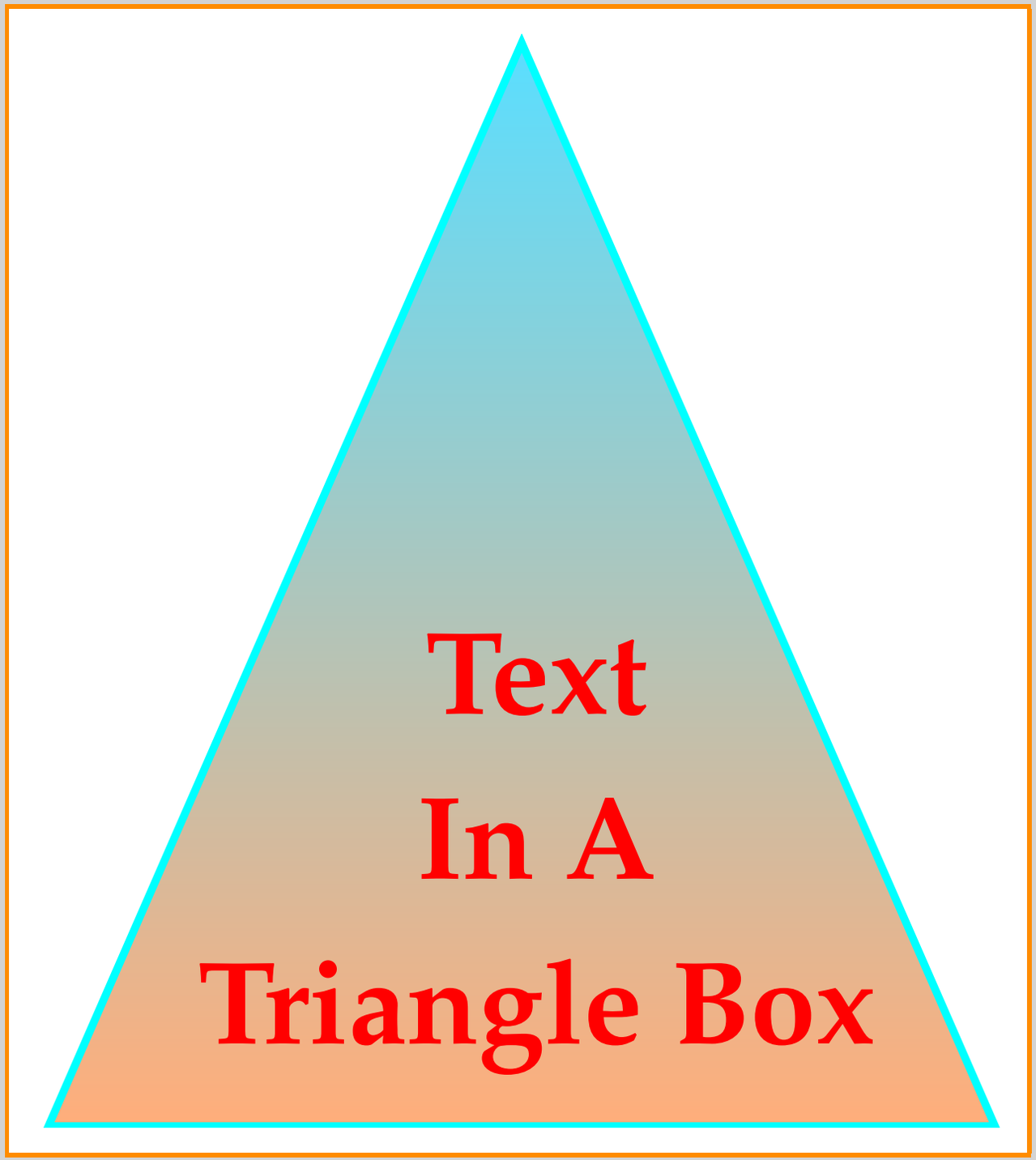
Text In A Box

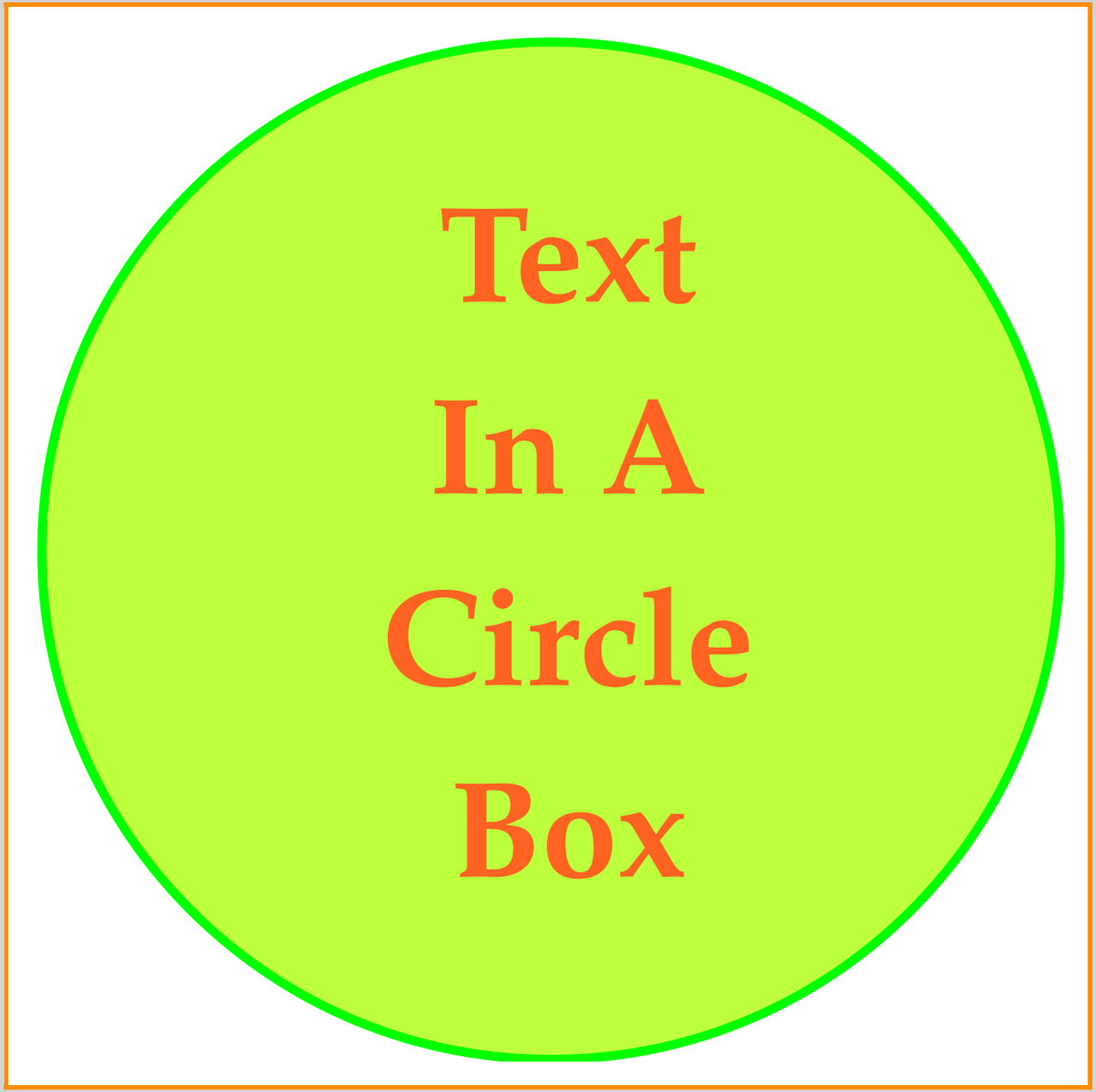
Text In A Box

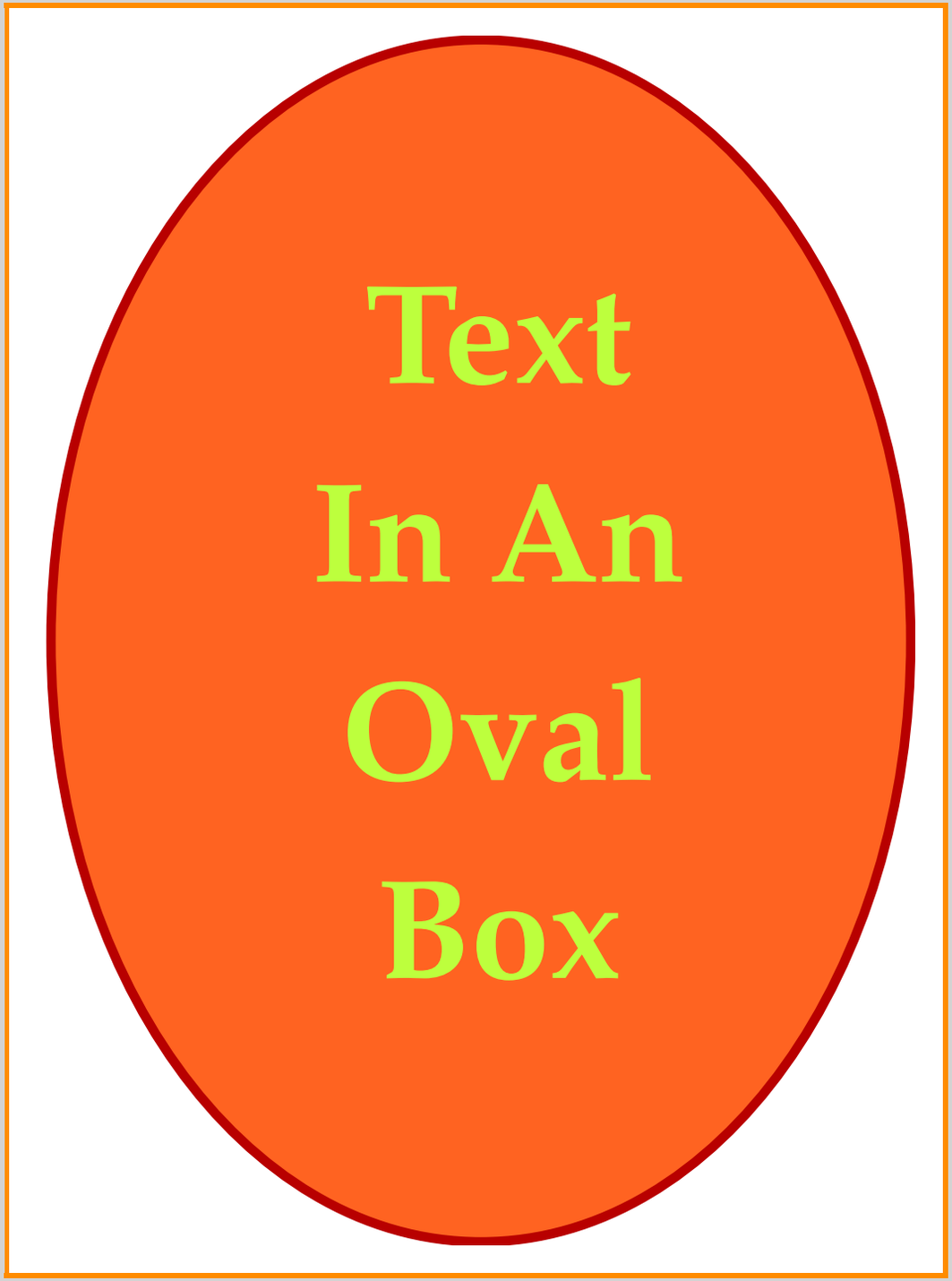
Text In A Box

Text In A Shadow Box


Text
In A Diamond
Box


Text
In A
Triangle Box


Text
In A
Circle
Box


Text
In An
Oval
Box

Thus we nd that $x + y = 3$ and using this together with

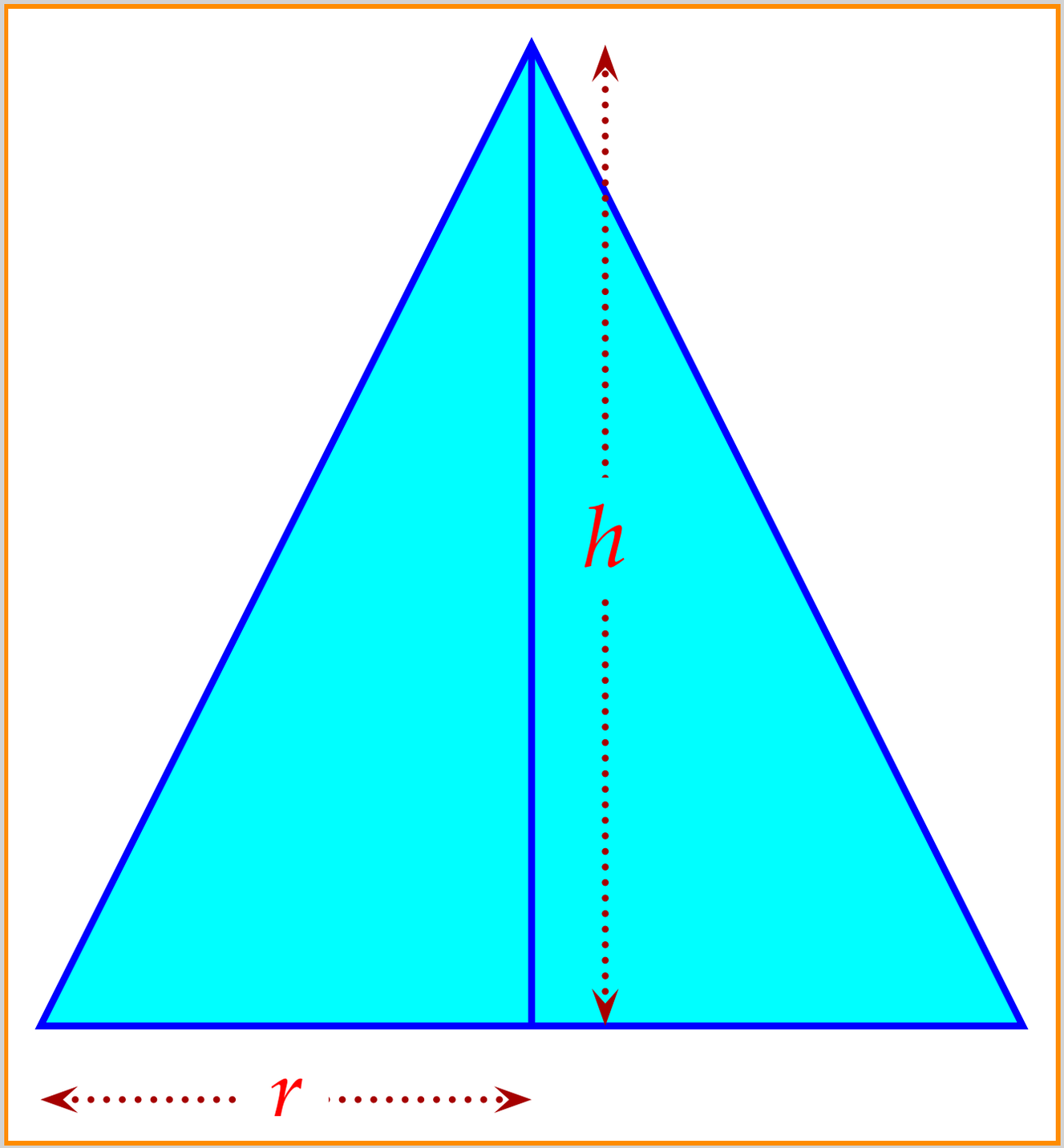
$x^2 + y^2 = 3$ found earlier,

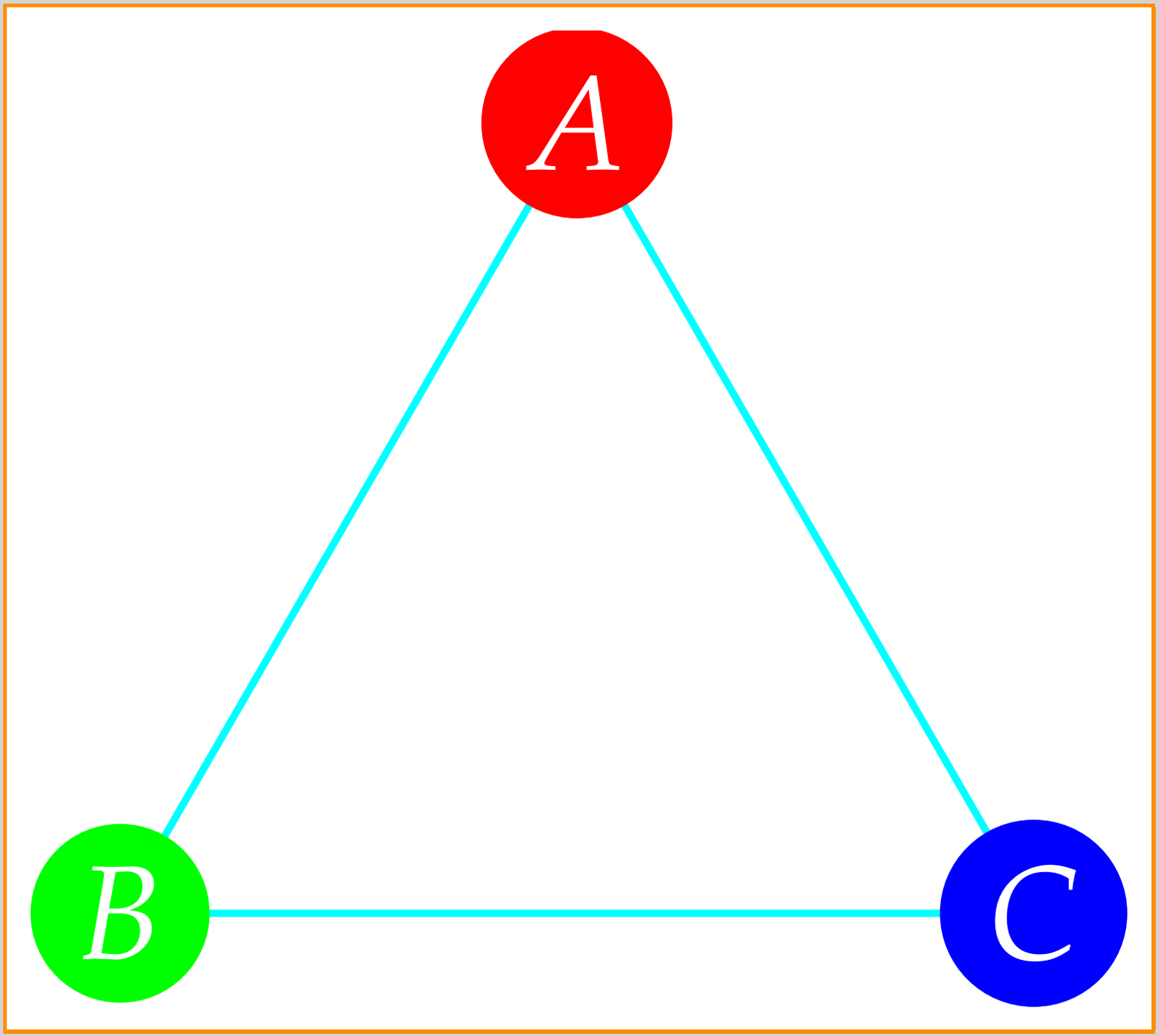
we see that $x = 2$ and $y = 1$

Thus we nd that $x + y = 3$ and using this together with $x^2 + y^2 = 3$ found earlier, we see that $x = 2$ and $y = 1$

Text In A \psframebox

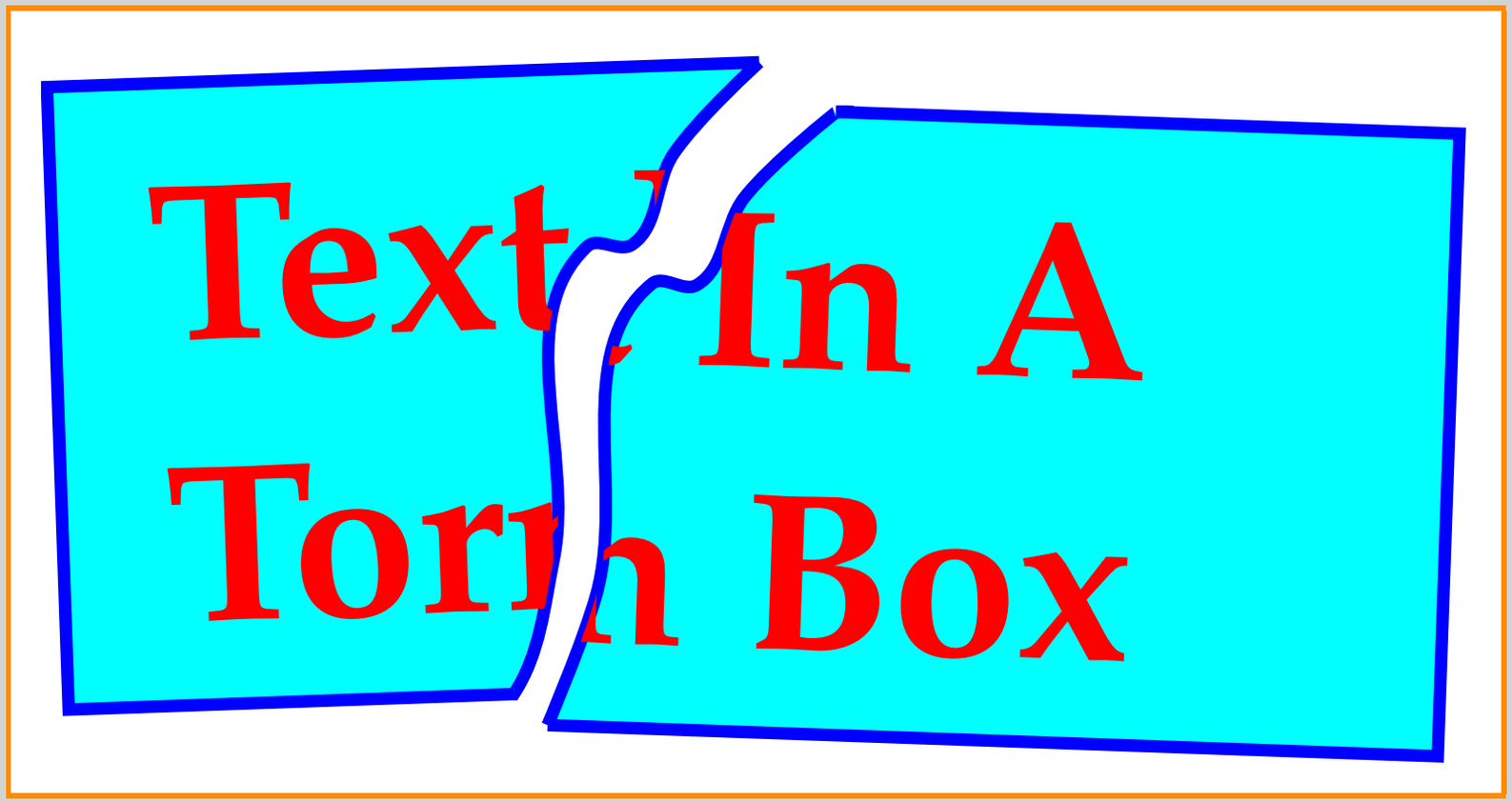
Text In A \psframebox*

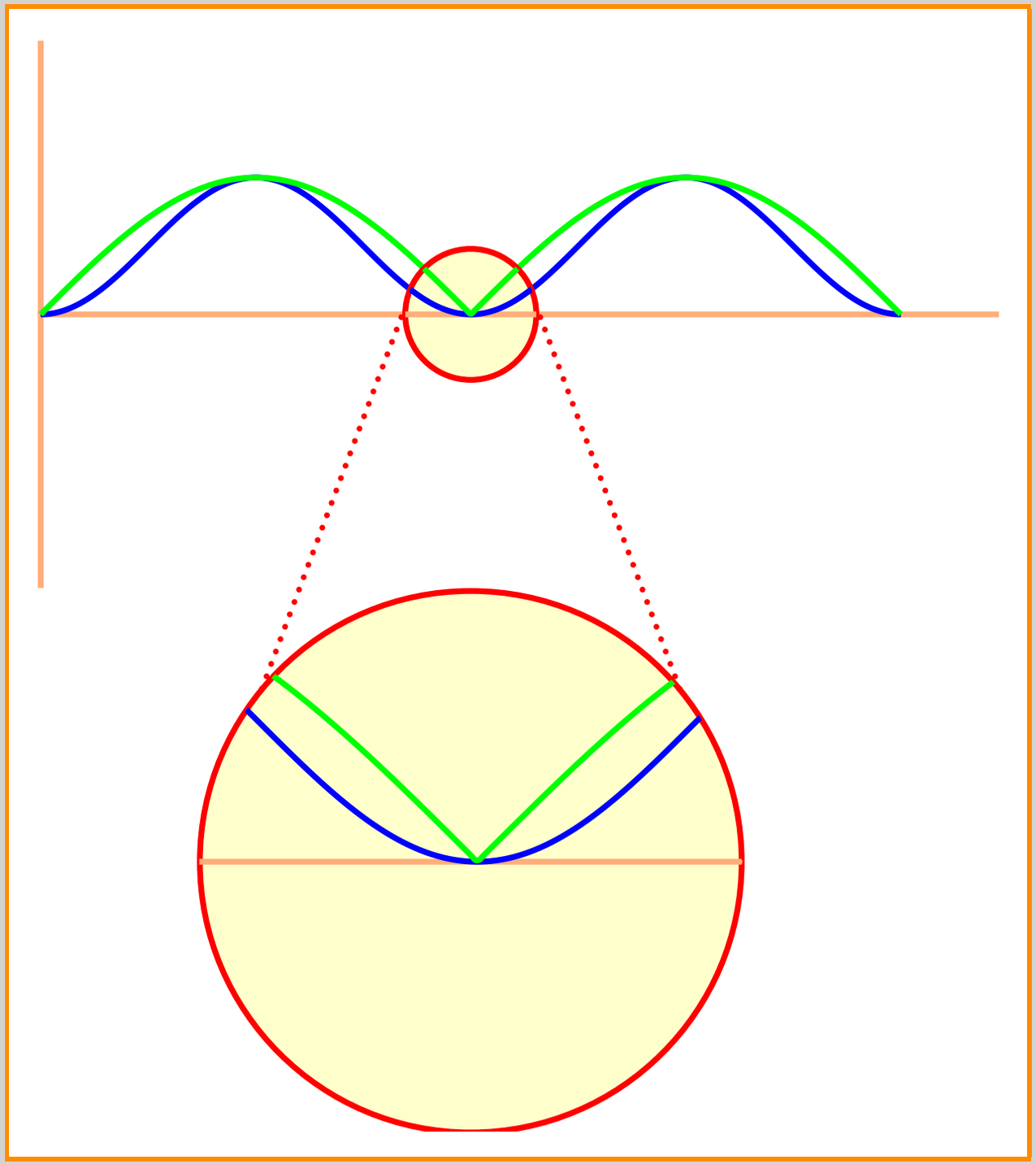

h
r


A
B
C


ut Diam


Cut Diamond


Text In A
Torn Box



go straight go down turn upside down go up go straight again

go straight

go down

turn upside down

go up

go straight again

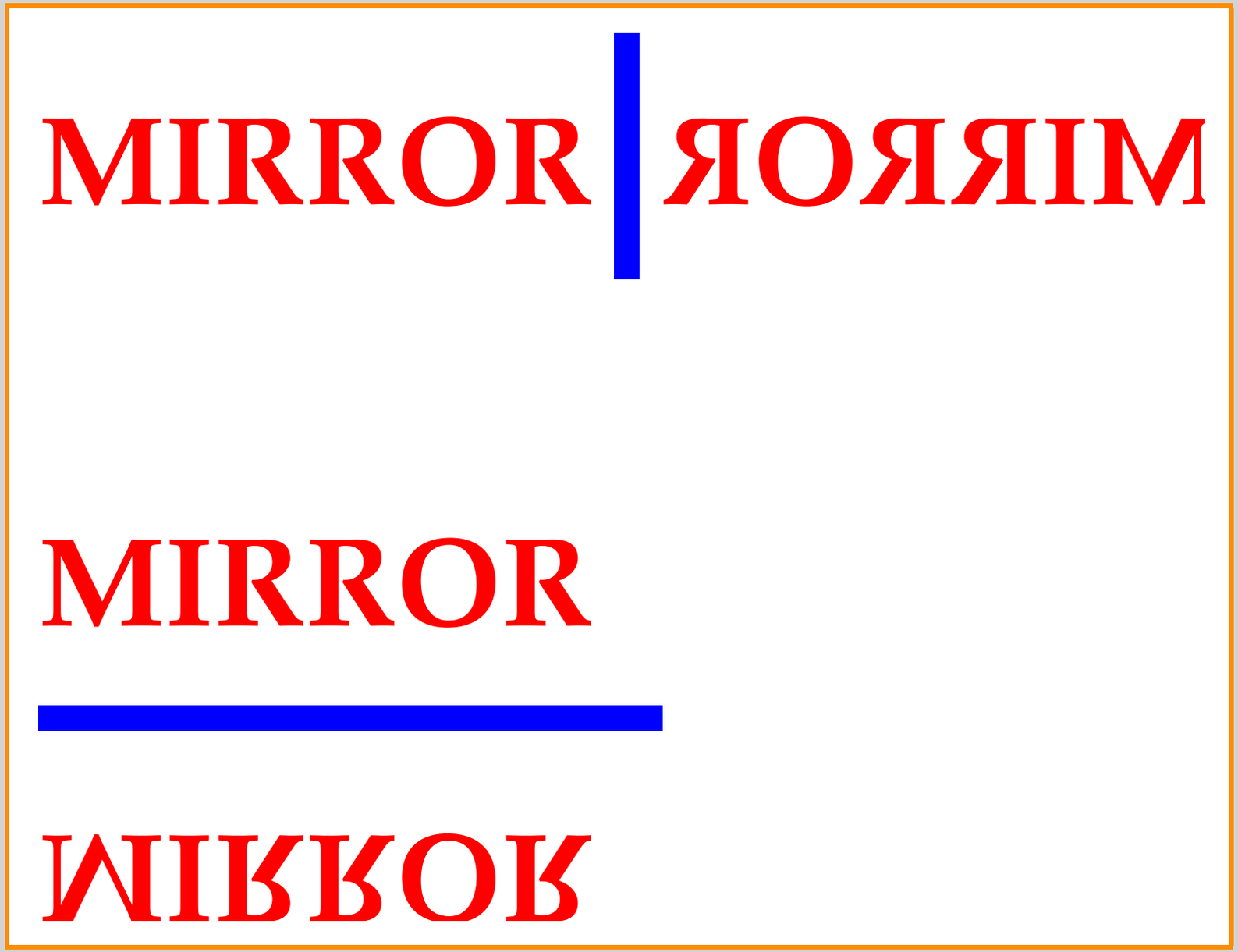
Question: Why did the tachyon cross the street?

Answer: Because it's already on the other side

tall and lean

short and fat

large but proportional


MIRROR MIRROR
MIRROR
MIRROR

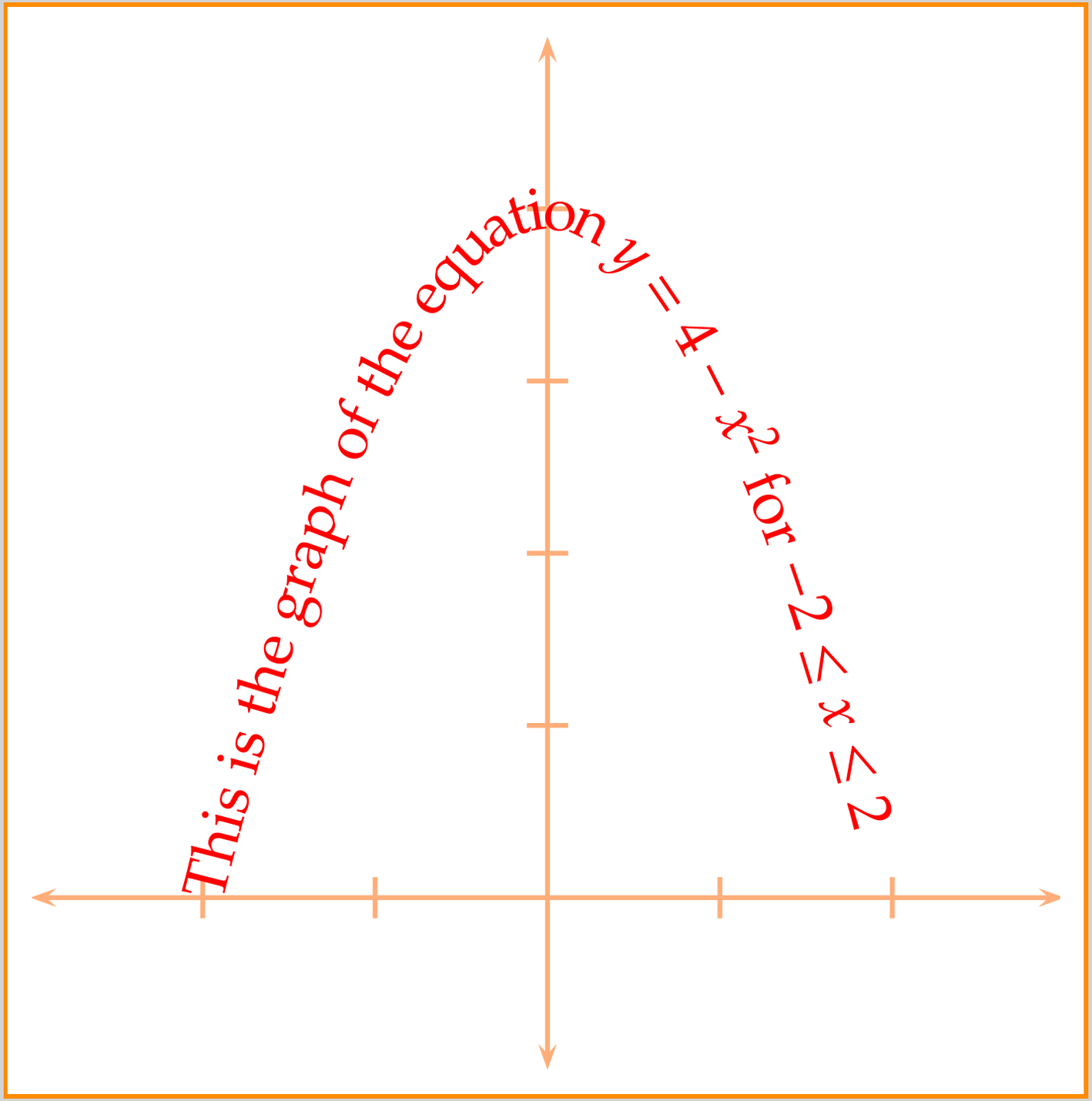
tall and lean

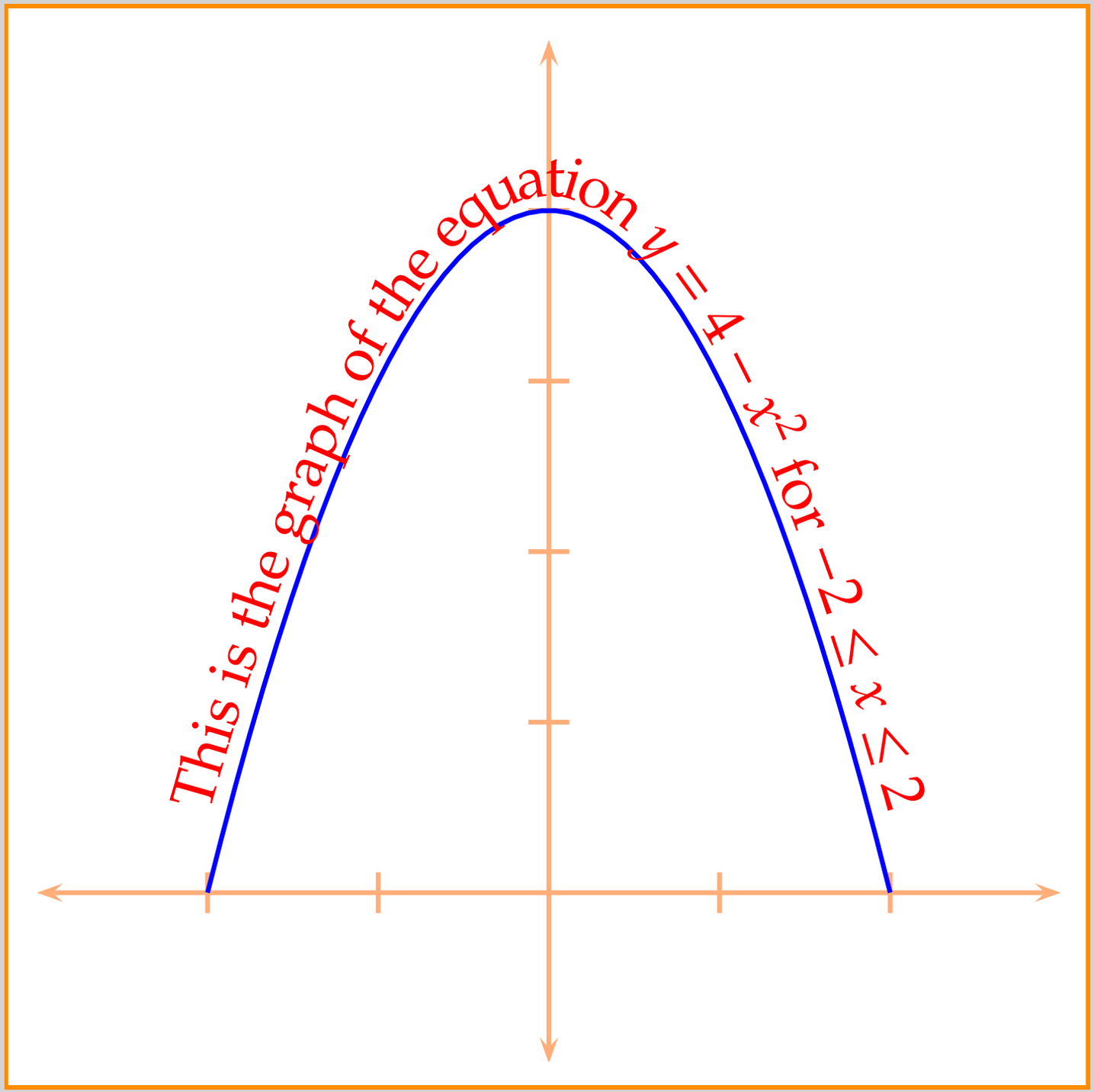
short and fat

small but proportional

Now we have to go around a big box.

x


This is the graph of the equation $y = 4 - x^2$ for $-2 \leq x \leq 2$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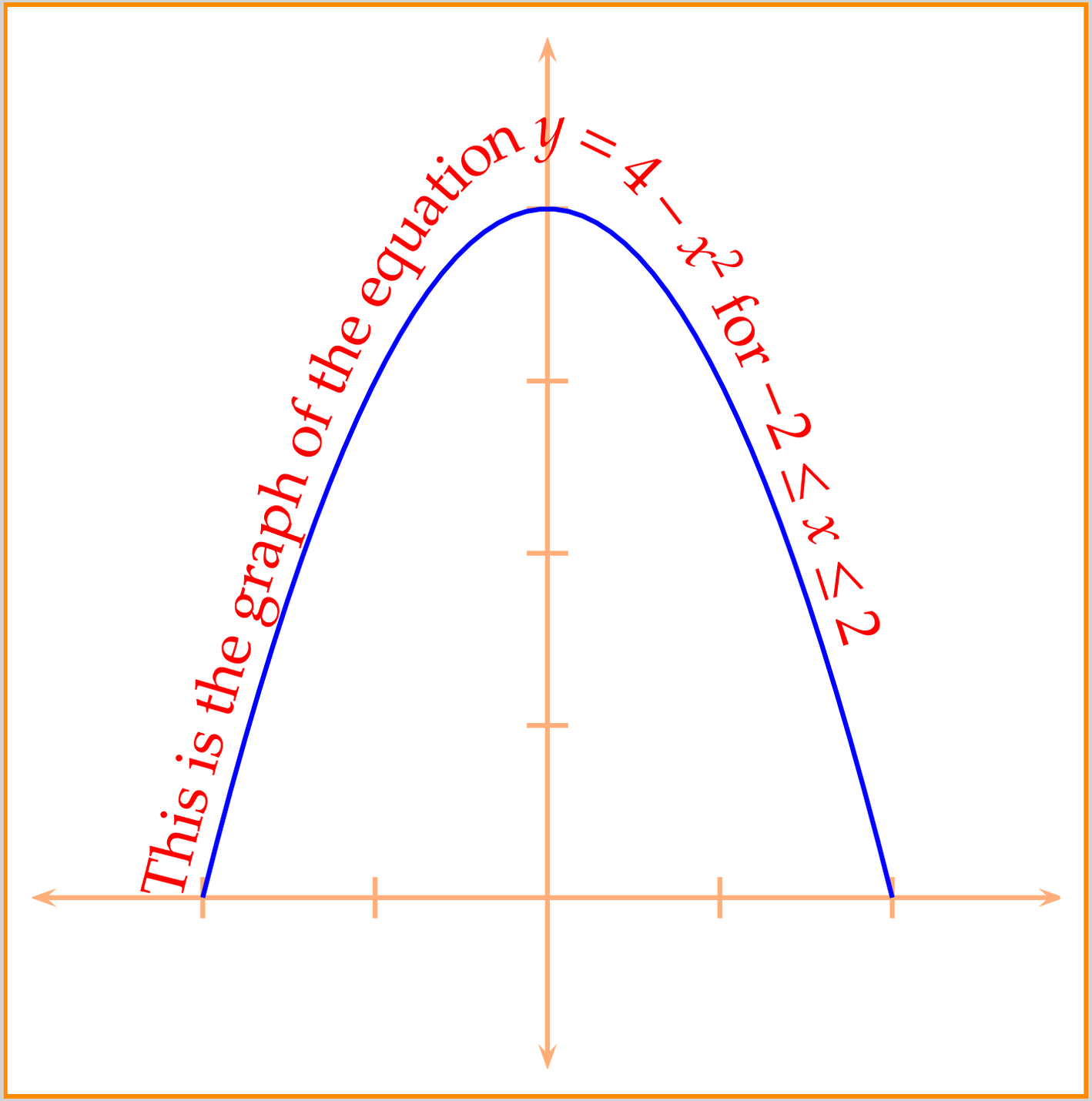
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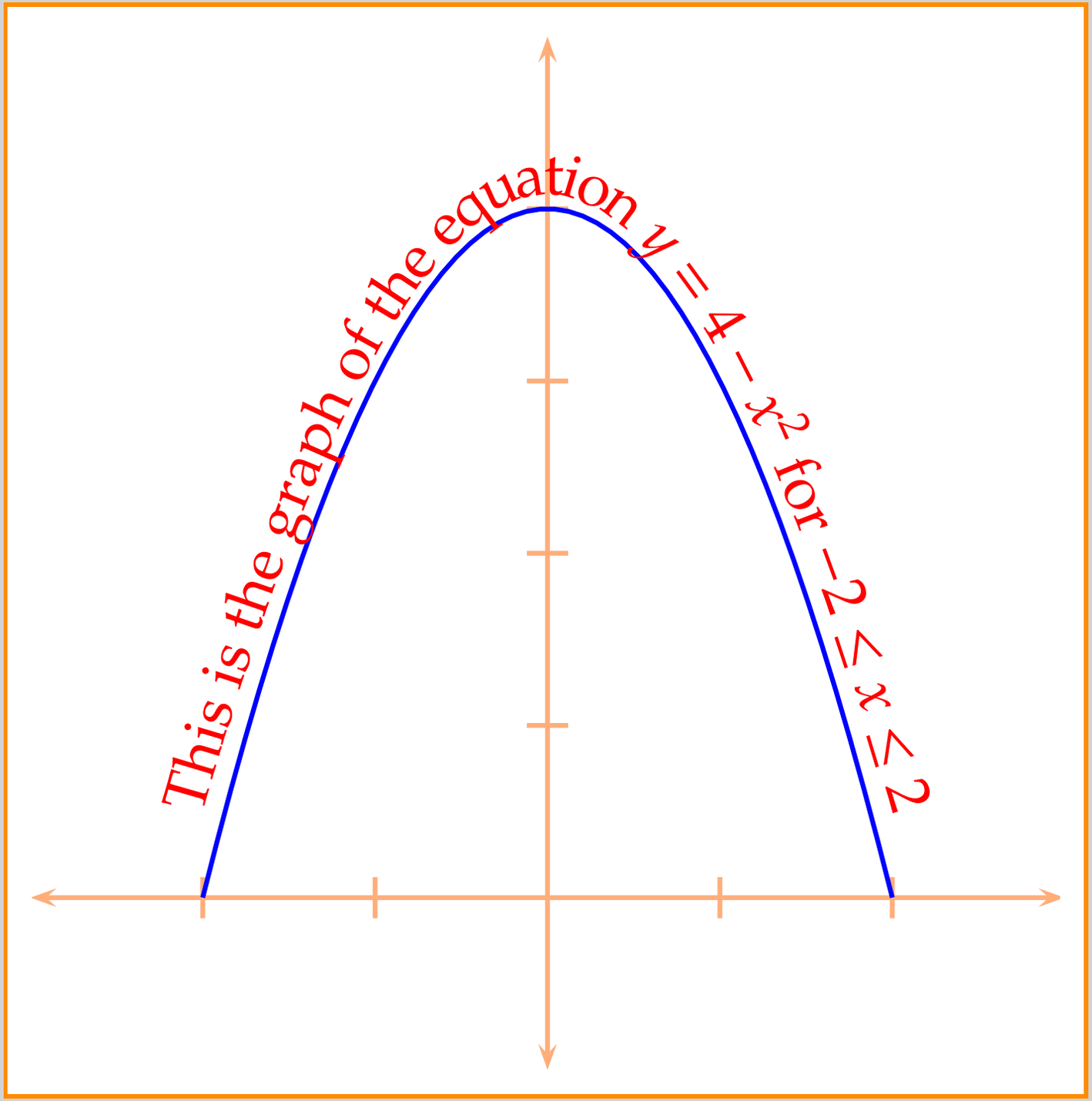
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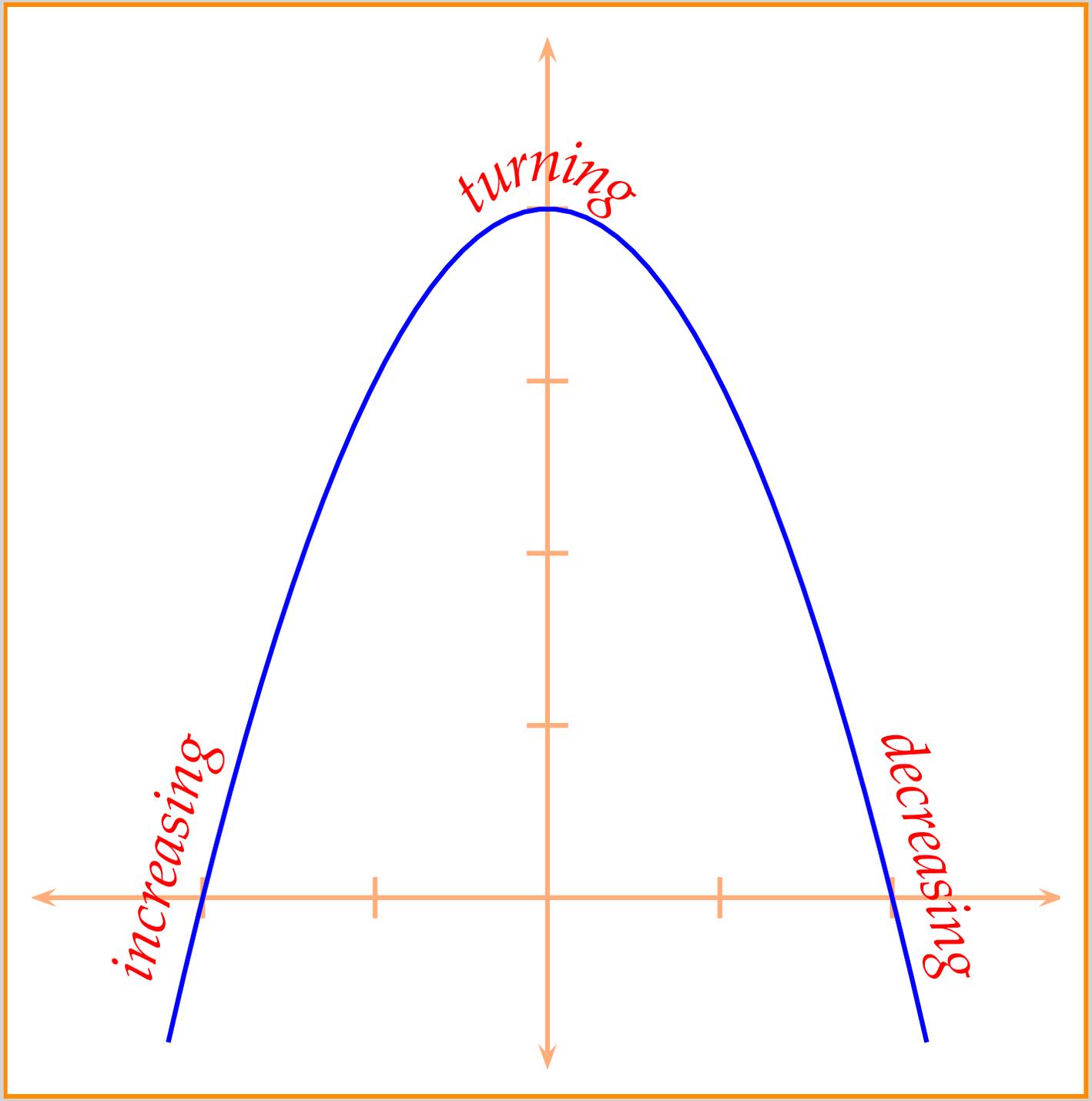
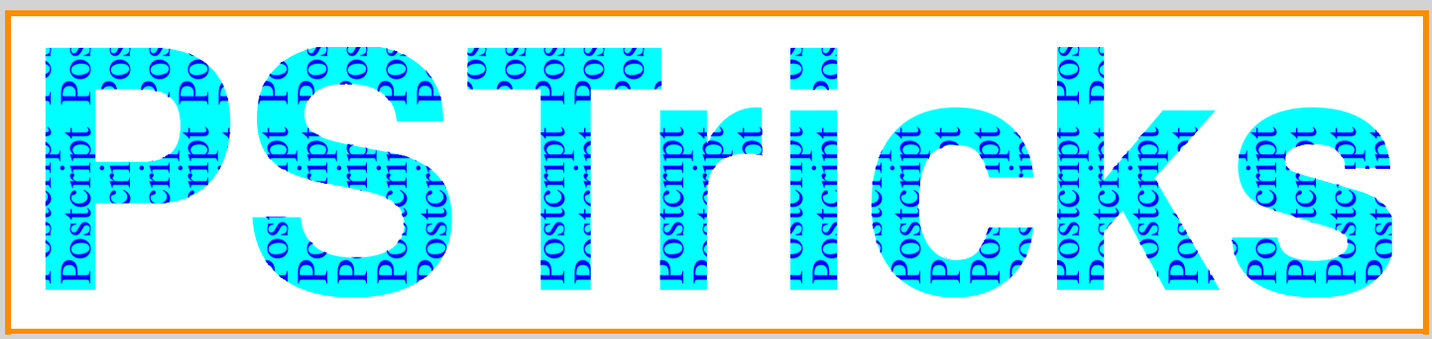

turning
increasing
decreasing

PSTricks

PSTricks


PSTricks

LaTeX has only limited drawing capabilities, while PostScript is a page description language which has a rich set of drawing commands; and there are programs (such as dvips) which translate the dvi output to PostScript. So, the natural question is whether one can include PostScript code in a TeX source file itself for programs such as dvips to process after the TeX compilation? This is the idea behind the PSTricks package of Timothy van Zandt. The beauty of it is one need not know PostScript to use it—the necessary PostScript code can be generated by TeX macros defined in the package

PSTricks