

Module name (CGP0000M)

Workshop #1: Workshop topic

Introduction

In this workshop, you are tasked to do blah. Here is some lipsum. Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Etiam lobortis facilisis sem. Nullam nec mi et neque pharetra sollicitudin. Praesent imperdiet mi nec ante. Donec ullamcorper, felis non sodales commodo, lectus velit ultrices augue, a dignissim nibh lectus placerat pede. Vivamus nunc nunc, molestie ut, ultricies vel, semper in, velit. Ut porttitor. Praesent in sapien. Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Duis fringilla tristique neque. Sed interdum libero ut metus. Pellentesque placerat. Nam rutrum augue a leo. Morbi sed elit sit amet ante lobortis sollicitudin. Praesent blandit blandit mauris. Praesent lectus tellus, aliquet aliquam, luctus a, egestas a, turpis. Mauris lacinia lorem sit amet ipsum. Nunc quis urna dictum turpis accumsan semper.

Task #1: Create an empty workshop document

- Open up a new LaTEX document, using **File** → **New File**.
- The first line of your file should be \documentclass{lincolncslab}, making this document use the workshop template.
- Your document should contain a **\begin{document}**...**\end{document}** like the code seen below.
 - Within this, you should place \makelabheader to generate the document's header.
- Or, if you're lazy like me, you could just edit this file.

Task #2: Providing workshop details

- This template has a few built-in macros to make your life easier when editing. These ones to be provided in the preamble, before **\begin{document}**:
 - \modulecode{code} The code of the module this workshop belongs to. (e.g. CGP2012M)
 - \modulename{code} The name of the module this workshop belongs to. (e.g. Games Programming)
 - \labname { code } The name/description of this workshop. (e.g. Collision Detection)
 - \labnumber{code} The workshop number. (e.g. 3)
- These macros can be provided within the document:
 - \task{description} Displays a new heading for a new task. You do not need
 to provide task numbers in here, these are generated automatically by LATEX.
 - \atask{description} Displays a new heading for an additional task. You do
 not need to provide task numbers in here, these are generated automatically by LATEX.

Additional Task: Other stuff

All the standard features of LATEX are supported within this workshop document. For example, you can easily typeset equations like this one: $\sum_{i=0}^{n} a^i + b^i$. Or, you can include images fairly easily, like the UoL logo found in Figure 1.



Figure 1: The University of Lincoln crest.

Furthermore, the listings package is included in the template by default. This makes including code into your document super easy. For more information, look up the **listings** package. Here is some nicely formatted code, provided in the document:

```
internal void add(int a, int b)
{
  return (a + b);
}

private void Main(string[] args)
{
  Console.WriteLine(add(10, 5));
}
```

Here is some python code, read from **example.py** in the same directory as this one:

```
# a function
def add(a, b):
    return a + b;

# some variables
c = 10;
d = 20;

# print them
print(add(c, d));
```

Additional Task: Other macros

If you wish to format this document in a serif font, rather than a sans-serif font, then you can pass the **serif** option to the document class, like

\documentclass[serif] {lincolncsthesis}. This will format the document with \text{ETEX's default serif font.}

An example of a formatted workshop is found in this folder as **workshop-example.tex**, to give you ideas.