



Title As It Is In the Proceedings  
Include Only If Paper Has a Subtitle

F. Author   S. Another  
Freie Universität Berlin

Conference on Fabulous Presentations, 2003

## Motivation

- The Basic Problem That We Studied
- Previous Work

## Our Results/Contribution

- Main Results
- Basic Ideas for Proofs/Implementation

## Übersicht:

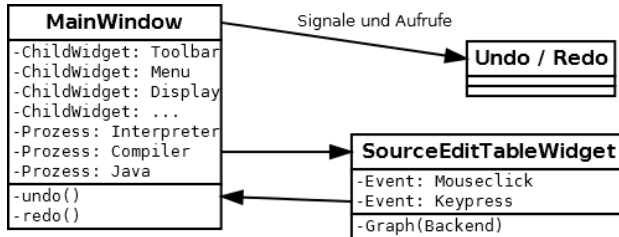
- ▶ Softwaretechnik
- ▶ Technische Aspekte
- ▶ Live-Demo

- ▶ kleines Team → Kommunikation per Email
- ▶ direkte Reaktionen auf Emails (an alle geschickt)
- ▶ zuerst zwei, nach dem ersten Milestone drei Mitglieder
  - ▶ bessere Arbeitsverteilung
- ▶ Teilnahme an Daily Scrums (montags und mittwochs)
- ▶ zusätzliche Team-Meetings außer donnerstags
  - ▶ produktives Arbeiten durch Pair-Programming
- ▶ gute Kommunikation innerhalb des Teams
- ▶ anfangs spärliche Kommunikation mit anderen Teams

- ▶ QT für Programmierung der grafischen Benutzeroberfläche
- ▶ Signal- und Slottechnik
- ▶ Eventverarbeitung für Maus- und Tastendrücke
- ▶ Basisklassen abgeleitet und Funktionalitäten erweitert
- ▶ Graphstruktur für Syntax-Highlighting
  - ▶ internes Backend
- ▶ Smart-Cursor und Grab-Modus
  - ▶ für intuitives Schreiben von Quellcode
  - ▶ siehe Live-Demo

## Rail-Editor: Technische Aspekte II

- ▶ Main-Window als *Brain*
  - ▶ Weiterleitung an Child-Widgets
- ▶ Undo-Redo-Funktionalität
  - ▶ abstrakte Klasse
  - ▶ wird durch konkrete Aktionen implementiert
- ▶ Compiler-Einbindung
  - ▶ Funktionen: Build, Run, Stop
  - ▶ auch der Rail-Interpreter kann verwendet werden
- ▶ *Preferences* (Editor-Einstellungen)
  - ▶ persistent gespeichert



## The Basic Problem That We Studied

## Our Results/Contribution

## Basic Ideas for Proofs/Implementation

# Make Titles Informative. Use Uppercase Letters. Long Titles are Split Automatically.

- ▶ Use itemize a lot.
- ▶ Use very short sentences or short phrases.



You can create overlays. . .

- ▶ using the pause command:
  - ▶ First item.

You can create overlays. . .

- ▶ using the pause command:
  - ▶ First item.
  - ▶ Second item.
- ▶ using overlay specifications:
- ▶ using the general uncover command:

# Make Titles Informative.

You can create overlays. . .

- ▶ using the pause command:
  - ▶ First item.
  - ▶ Second item.
- ▶ using overlay specifications:
  - ▶ First item.
- ▶ using the general uncover command:

You can create overlays. . .

- ▶ using the pause command:
  - ▶ First item.
  - ▶ Second item.
- ▶ using overlay specifications:
  - ▶ First item.
  - ▶ Second item.
- ▶ using the general uncover command:

You can create overlays. . .

- ▶ using the pause command:
  - ▶ First item.
  - ▶ Second item.
- ▶ using overlay specifications:
  - ▶ First item.
  - ▶ Second item.
- ▶ using the general uncover command:
  - ▶ First item.

You can create overlays...

- ▶ using the pause command:
  - ▶ First item.
  - ▶ Second item.
- ▶ using overlay specifications:
  - ▶ First item.
  - ▶ Second item.
- ▶ using the general uncover command:
  - ▶ First item.
  - ▶ Second item.

## Motivation

The Basic Problem That We Studied  
Previous Work

## Our Results/Contribution

Main Results  
Basic Ideas for Proofs/Implementation

```
int main (void)
{
    std::vector<bool> is_prime (100, true);
    for (int i = 2; i < 100; i++)
        if (is_prime[i])
        {
            std::cout << i << " ";
            for (int j = i; j < 100;
                is_prime [j] = false, j+=i);
        }
    return 0;
}
```



```
int main (void)
{
    std::vector<bool> is_prime (100, true);
    for (int i = 2; i < 100; i++)

    return 0;
}
```

```
int main (void)
{
    std::vector<bool> is_prime (100, true);
    for (int i = 2; i < 100; i++)
        if (is_prime[i])
        {

        }
    return 0;
}
```

# An Algorithm For Finding Primes Numbers.

```
int main (void)
{
    std::vector<bool> is_prime (100, true);
    for (int i = 2; i < 100; i++)
        if (is_prime[i])
        {
            std::cout << i << " ";
            for (int j = i; j < 100;
                is_prime [j] = false, j+=i);
        }
    return 0;
}
```

# An Algorithm For Finding Primes Numbers.

```
int main (void)
{
    std::vector<bool> is_prime (100, true);
    for (int i = 2; i < 100; i++)
        if (is_prime[i])
        {
            std::cout << i << " ";
            for (int j = i; j < 100;
                 is_prime [j] = false, j+=i);
        }
    return 0;
}
```

Note the use of `std::`.

## Motivation

The Basic Problem That We Studied  
Previous Work

## Our Results/Contribution

Main Results  
Basic Ideas for Proofs/Implementation

- ▶ 2 is prime (two divisors: 1 and 2).
- ▶ 3 is prime (two divisors: 1 and 3).
- ▶ 4 is not prime (three divisors: 1, 2, and 4).

*There is no largest prime number and, in addition,*

$$\int_{\Omega} \nabla u \cdot \nabla v = - \int_{\Omega} u \Delta v + \int_{\partial \Omega} u v n$$

1. Suppose  $p$  were the largest prime number.

4. Thus  $q + 1$  is also prime and greater than  $p$ .



## Theorem

*There is no largest prime number and, in addition,*

$$\int_{\Omega} \nabla u \cdot \nabla v = - \int_{\Omega} u \Delta v + \int_{\partial \Omega} u v n$$

## Proof.

1. Suppose  $p$  were the largest prime number.
2. Let  $q$  be the product of the first  $p$  numbers.
4. Thus  $q + 1$  is also prime and greater than  $p$ .





## Theorem

*There is no largest prime number and, in addition,*

$$\int_{\Omega} \nabla u \cdot \nabla v = - \int_{\Omega} u \Delta v + \int_{\partial \Omega} u v n$$

## Proof.

1. Suppose  $p$  were the largest prime number.
2. Let  $q$  be the product of the first  $p$  numbers.
3. Then  $q + 1$  is not divisible by any of them.
4. Thus  $q + 1$  is also prime and greater than  $p$ .



## Theorem

*There is no largest prime number and, in addition,*

$$\int_{\Omega} \nabla u \cdot \nabla v = - \int_{\Omega} u \Delta v + \int_{\partial \Omega} u v n$$

## Proof.

1. Suppose  $p$  were the largest prime number.
2. Let  $q$  be the product of the first  $p$  numbers.
3. Then  $q + 1$  is not divisible by any of them.
4. Thus  $q + 1$  is also prime and greater than  $p$ .



The proof used *reductio ad absurdum*.

# Make Titles Informative.

## Motivation

The Basic Problem That We Studied  
Previous Work

## Our Results/Contribution

Main Results  
Basic Ideas for Proofs/Implementation

# Make Titles Informative.

# Make Titles Informative.

# Make Titles Informative.

- ▶ The **first main message** of your talk in one or two lines.
- ▶ The **second main message** of your talk in one or two lines.
- ▶ Perhaps a **third message**, but not more than that.
  
- ▶ Outlook
  - ▶ Something you haven't solved.
  - ▶ Something else you haven't solved.





### A. Author.

*Handbook of Everything.*  
Some Press, 1990.



S. Someone.

On this and that.

*Journal of This and That*, 2(1):50–100, 2000.