

My own ETEXBeamer template
This is very long
I want to check what happens

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# Jabberwocky



'Twas brillig, and the slithy toves Did gyre and gimble in the wabe; All mimsy were the borogoves, And the mome raths outgrabe.

"Beware the Jabberwock, my son!
The jaws that bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"



### Lists and locales



- Nulla nec lacinia odio. Curabitur urna tellus
  - Fusce id sodales dolor. Sed id metus dui.
    - » Cupio virtus licet mi vel feugiat.
- Nulla nec lacinia odio. Curabitur urna tellus.
- Nulla nec lacinia odio. Curabitur urna tellus.

- 1. Donec porta, risus porttitor egestas scelerisque video.
- 2. Donec porta, risus porttitor egestas scelerisque video.
  - 2.1 Nunc non ante fringilla, manus potentis cario.
    - 2.1.1 Pellentesque servus morbi tristique.
    - 2.1.2 Pellentesque servus morbi tristique.
- 3. Donec porta, risus porttitor egestas scelerisque video.

Tutaj jakiś fajny tekst po polsku, żeby nie było, że nie da się pisać po polsku z polskimi znakami. The quick, brown fox jumps over a lazy dog. DJs flock by when MTV ax quiz prog. "Now fax quiz Jack!"



This text is highlighted.

### A plain block

This is a plain block containing some highlighted text.

#### An example block

This is an example block containing some highlighted text.

### An alert block

This is an alert block containing some highlighted text.

# Definitions, theorems, and proofs



## Definition

 $\forall a, b \in \mathbb{Z} : a \mid b \iff \exists c \in \mathbb{Z} : a \cdot c = b$ 

#### Theorem

 $\forall a \in \mathbb{Z} : a \mid 0$ 

#### Proof.

 $\forall a \in \mathbb{Z} : a \cdot 0 = 0$ 

# **Numerals and Mathematics**



1234567890 1234567890 
$$\hat{x}, \check{x}, \tilde{a}, \bar{a}, \dot{y}, \ddot{y}$$
 
$$\int \int f(x, y, z) dx dy dz$$

$$\frac{1}{1 + \frac{1}{2 + \frac{1}{3 + x}}} + \frac{1}{1 + \frac{1}{2 + \frac{1}{3 + x}}}$$

$$\int \int \langle \mathbf{x}, \mathbf{y} \rangle d\mathbf{x}$$

$$F: \begin{vmatrix} F''_{xx} & F''_{xy} & F'_{x} \\ F''_{yx} & F''_{yy} & F'_{y} \\ F'_{x} & F'_{y} & 0 \end{vmatrix} = 0$$

$$\int \int \langle \mathbf{x}, \mathbf{y} \rangle d\mathbf{x}$$

$$\overline{a} \overline{\alpha}^{2} + \underline{b} \beta + \overline{d} \overline{\delta}$$

$$\int \int (1 + |\mathbf{x}| - \langle \mathbf{x}, \mathbf{y} \rangle) d\mathbf{x}$$

$$e^{\mathbf{x}} \approx 1 + \mathbf{x} + \mathbf{x}^{2} / 2! + \frac{n}{k} + \frac{n}{$$



Faculty	With T <sub>E</sub> X	Total	%
Faculty of Informatics	1716	2 904	59.09
Faculty of Science	786	5 275	14.90
Faculty of Economics and Administration	64	4 5 9 1	1.39
Faculty of Arts	69	10 000	0.69
Faculty of Medicine	8	2014	0.40
Faculty of Law	15	4824	0.31
Faculty of Education	19	8 219	0.23
Faculty of Social Studies	12	5 5 9 9	0.21
Faculty of Sports Studies	3	2 062	0.15

Table: The distribution of theses written using T<sub>E</sub>X during 2010–15 at MU



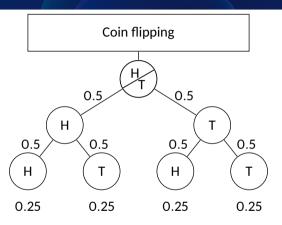


Figure: Tree of probabilities - Flipping a coin<sup>1</sup>

<sup>&</sup>lt;sup>1</sup>A derivative of a diagram from texample. net by cis, CC BY 2.5 licensed

# **Code listings**



```
#include <stdio.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>
  This is a comment
int main(int argc, char **argv)
        while (--c > 1 \&\& !fork());
        sleep(c = atoi(v[c]));
        printf("%d\n", c);
        wait(0);
        return 0:
```



#### Algorithm 1 Text Summarization Algorithm

1: **procedure** Summary Construction

Input: Text Document.

**Output:** Summary sentences.

2: Creating information table from a text document.

3: Generate matrices.

4: Call Pocedure: Reduct Construction [Algorithm 2]

5: **Return:** Summary sentences

6: end procedure

# RealBoost algorithm



### Algorithm 2 Algorytm RealBoost

- 1: **procedure** RealBoost(D)
- 2: Rozpocznij od jednostajnego rozkładu wag:  $w_i := 1/m, i = 1, ..., m$ .
- 3: **for** t := 1, ..., T **do**
- 4: Naucz klasyfikator  $f_t(x) \in \mathbb{R}$  na danych uczących używając wag  $w_i$ , tak aby  $f_t$  minimalizowało kryterium wykładnicze  $\sum_{i=1}^m w_i e^{-f_t(x_i)y_i}$  lub równoważnie aby  $f_t$  było przybliżeniem połowy przekształcenia logit:

$$f_t(\mathbf{x}) := 1/2 \ln \left\{ \widehat{P}_w(\mathbf{y} = 1 \mid \mathbf{x}) \sqrt{P}_w(\mathbf{y} = -1 \mid \mathbf{x}) \right\}$$

- 5: Aktualizuj wagi przykładów wg:
  - $Z_t := \sum_{i=1}^{in} w_i e^{-f_i(x_i)y_i}$

$$w_i := \overline{w_i} e^{-f_i(\mathbf{x}_i)y_i}/Z_t, \quad i = 1, \ldots, m$$

- 6: end for
- 7: **return** zbiorowy klasyfikator  $F(\mathbf{x}) := \sum_{t=1}^{T} f_t(\mathbf{x})$  z decyzją obliczaną jako sgn F(x).
- 8: end procedure



T<sub>E</sub>X is a programming language for the typesetting of documents. It was created by Donald Erwin Knuth in the late 1970s and it is documented in *The T<sub>F</sub>Xbook* [1].

In the early 1980s, Leslie Lamport created the initial version of ET<sub>E</sub>X, a high-level language on top of T<sub>E</sub>X, which is documented in ET<sub>E</sub>X: A Document Preparation System [2]. There exists a healthy ecosystem of packages that extend the base functionality of ET<sub>E</sub>X; The ET<sub>E</sub>X Companion [3] acts as a guide through the ecosystem.

In 2003, Till Tantau created the initial version of Beamer, a MEX package for the creation of presentations. Beamer is documented in the *User's Guide to the Beamer Class* [4].



- [1] Donald E. Knuth. The T<sub>F</sub>Xbook. Addison-Wesley, 1984.
- [2] Leslie Lamport. L
- [3] M. Goossens, F. Mittelbach, and A. Samarin. *The ETeX Companion*. Addison-Wesley, 1994.
- [4] Till Tantau. User's Guide to the Beamer Class Version 3.01. Available at http://latex-beamer.sourceforge.net.
- [5] A. Mertz and W. Slough. Edited by B. Beeton and K. Berry. *Beamer by example* In TUGboat, Vol. 26, No. 1., pp. 68-73.