

# Introduction to L<sup>A</sup>T<sub>E</sub>X

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## Abstract

To get the references to labels in figures, tables, and citations correct, compile the document twice. This is easiest to do with a T<sub>E</sub>X Integrated Development Environment, such as KILE (for Linux), TeXShop (for Macs), TeXStudio (Windows) or your favorite IDE. But you can also use any old text editor, like emacs or vim.

## 1 Introduction

As you see in Eq. 1, we can write pretty equations.

$$\alpha = \frac{1}{\sqrt{\beta}} \tag{1}$$

We can also write nice inline equations,  $\cos(2\theta) = \cos^2 \theta - \sin^2 \theta$ .

### 1.1 My Favourite Subsection

Figure 1 shows the simulation results. L<sup>A</sup>T<sub>E</sub>X references are available online, especially [2] and [3].

## 2 Conclusion

See the information in Table 1. We include an important fact here<sup>1</sup>. A printable cheat sheet is available too [4]. A classic dead-tree reference book is Ref. [1].

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<sup>1</sup>And we have a footnote making a joke about that fact here



Figure 1: Quackable Simulation Results

Table 1: Tables of numbers

|    |    |       |
|----|----|-------|
| 1  | 2  | $\pi$ |
| 4  | 5  | 6     |
| 7  | 8  | 9     |
| 10 | 11 | $\Xi$ |

## References

- [1] Leslie Lamport, *LaTeX: A Document Preparation System*. Addison Wesley, Massachusetts, 2nd Edition, 1994.
- [2] <https://en.wikibooks.org/wiki/LaTeX>
- [3] <https://tex.stackexchange.com/>
- [4] <http://stdout.org/~winston/latex/latexsheet.pdf>