

Learning to Program with F#  
Exercises  
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August 31, 2022

## 0.1 L<sup>A</sup>T<sub>E</sub>X

### 0.1.1 Opgave(r)

**0.1.1:** Make a new project in <https://overleaf.com>, and compile the default document. Download its pdf, and download the project. Verify that the pdf and the .tex file that you have downloaded, looks like what you have entered in overleaf.

**0.1.2:** Make a new project in <https://overleaf.com>, and update the default .tex-file to contain as little as possible, while still being able to compile. What is the shortest L<sup>A</sup>T<sub>E</sub>X program possible?

**0.1.3:** Make a new project in <https://overleaf.com>, and write a short document in L<sup>A</sup>T<sub>E</sub>X. The report should as minimum contain:

- A title produced using `\maketitle`,
- A section with a section title using `\section`,
- One or more figures of images from your program, using the `figure`-environment. All figures must include a caption text using `\caption`.
- A reference to the figure using the `\label`–`\ref` pair.
- The Danish letters 'æ', 'ø', and 'å'.

**0.1.4:** Make a new project in <https://overleaf.com>, replace the relevant file(s) with `opgave.tex` from Absalon. Compile it and check that the is correct.