Introduction to Typst Notebook

Code and result

```
from matplotlib import pyplot as plt
import numpy as np

# Generate 100 random data points along 3 dimensions
x, y, scale = np.random.randn(3, 100)
fig, ax = plt.subplots()

# Map each onto a scatterplot we'll create with Matplotlib
ax.scatter(x=x, y=y, c=scale, s=np.abs(scale)*500)
ax.set(title="Some random data, created with Typst!")
plt.show()
```

Split in multiple parts

Initialize a string

```
string = "Hello "
```

Add a name

```
string += "typst"
```

Output the string

```
display(string)
```

'Hello typst'

Using other kernels is also supported

```
%CREATE example_db.db
```

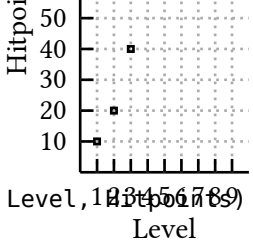
```
CREATE TABLE players (Name STRING, Class STRING, Level INTEGER, Hitpoints INTEGER)
```

```
INSERT INTO players (Name, Class, Level, Hitpoints) VALUES ("Martin Splitskull",
"Warrior", 3, 40)
```

```
INSERT INTO players (Name, Class, Level, Hitpoints) VALUES ("Sir Wolf", "Cleric", 2,
20);
```

```
SELECT Name, Level, Hitpoints FROM players;
```

```
+------------------+-------+-----------+
| Name             | Level | Hitpoints |
+------------------+-------+-----------+
| Martin Splitskull | 3     | 40        |
+------------------+-------+-----------+
| Sir Wolf         | 2     | 20        |
+------------------+-------+-----------+
```




```
INSERT INTO players (Name, Class, Level, Hitpoints) VALUES ("Sylvain, The Grey",
"Wizard", 1, 10);
```

```
%XVEGA_PLOT
    X_FIELD Level
    Y_FIELD Hitpoints
    MARK circle
    WIDTH 100
    HEIGHT 200
    <>
    SELECT Level, Hitpoints FROM players
```

Graph 1: Scatter Plot