

Frequently Asked Questions

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1. LaTeX: \LaTeX is a typesetting system.

1.1. Template: template is a pattern used as a guide to make something.

1.1.1. Expose

1. Interest a sponsor for a subject: $p := project$
2. Convince the sponsor, that you are well informed - $k := level\ of\ knowledge$ - and sketch your ideas: $h := hypothesis$.
3. Describe clearly, how do you want to realize the project - $m := method$ - and which result do you strive: $t := target$.
4. Specify the final result - $d := delivery\ date$ - and what do you want to show regularly - daily, weekly, ...: $p := plan$.

tbd.: Diagramm

1.1.2. Reference

<https://www.linguee.de/>
<https://en.wikipedia.org/wiki/LaTeX>
<https://latexcolor.com/>
<https://www.techtarget.com/whatis/definition/template>
https://en.wikipedia.org/wiki/Help:A_quick_guide_to_templates
[https://de.wikipedia.org/wiki/Expos%C3%A9_\(Wissenschaft\)](https://de.wikipedia.org/wiki/Expos%C3%A9_(Wissenschaft))
<https://latex-tutorial.com/underline-latex/>
<https://www.ctan.org/pkg/pgf>

1.1.3. Pattern

```
\vskip 7.5pt
{\bf i. \uuline{\large Field}} \vskip 7.5pt
{\bf i.j.} \underline{Plot} \vskip 7.5pt
{\bf i.j.1.} \dashuline{Reason} \vskip 7.5pt
{\bf i.j.2.} \dashuline{Reference} \vskip 7.5pt
{\bf i.j.3.} \dashuline{Pattern} \vskip 7.5pt
{\bf i.j.4.} \dashuline{Result} \vskip 7.5pt
```

1.1.4. Result

i. Field

i.j. Plot

i.j.1. Reason

i.j.2. Reference

i.j.3. Pattern

i.j.4. Result