# LaTeX Presentation Theme

a simple and clean beamer theme

Presenter Name

Complete Institute Name

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# Motivation
## subtitle

This is the first highlighted keyword to emphasize an important concept.

The second point addresses another key idea in Knuth 1984.

# Objectives

Scope

## Sample Block Title

This block presents a key concept that is crucial for understanding the topic.

## Sample Alert Block Title

This block presents a more alarming key concept that is crucial for understanding the topic.

# Actors & Features

**Actors:**

**Features:**

# Contributions

## Scientific Contribution

## Real-world Contribution

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# Advancements

# Research gaps

**Research gap**

⇒ **Concluding statement.**

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# Overview

**Figure.** The caption of the figure.

# Sample Process

Algorithm Pseudocode

**Goal:**

**Result:**

**Step:**

**Scope:**

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# Prototyping

**GitHub repository:**
**Demo Website:**

**Figure.** The caption of the figure.

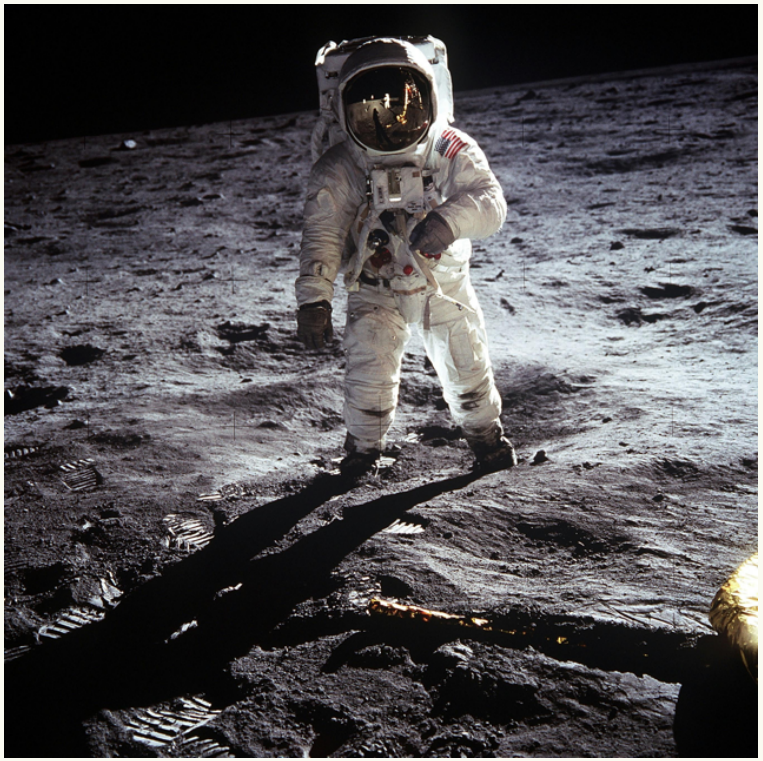

**Figure.** The caption of the figure.

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# Limitations

⇒ **Concluding statement.**

# Comparison

**Table.** Comparison of different methods (✓: YES, ✗: NO).

| | **Your Method** | Method B | Method C | Method D | Method E | Method F |
|---|---|---|---|---|---|---|
| Feature 1 | ✓ | ✓ | ✗ | ✓ | ✗ | ✓ |
| Feature 2 | ✓ | ✗ | ✓ | ✓ | ✓ | ✗ |
| Feature 3 | ✗ | ✓ | ✓ | ✗ | ✗ | ✓ |
| Feature 4 | ✓ | ✓ | ✗ | ✗ | ✓ | ✗ |
| Feature 5 | ✗ | ✗ | ✓ | ✓ | ✗ | ✓ |
| Feature 6 | ✓ | ✗ | ✓ | ✗ | ✗ | ✗ |

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# Demonstration

## Process A

## Scenario 1

## Scenario 2

## Process B


thank
you!

# Scope

Back to Objectives

# Formalizing - Sample Algorithm

Back to Sample process

**Algorithm** (Result) ← Sample(Input1)

**Require:** Input1 is a predefined parameter.

```
1:  Set ← ∅
2:  for element ∈ Input1 do
3:      if Condition(element) is true then
4:          Set ← Set ∪ {Process(element)}
5:      else
6:          continue
7:      end if
8:  end for
9:  Intermediate ← Transform(Set)
10: return Result
```

# Formalizing - `Sample` Pseudocode

Back to `Sample` process

**Algorithm** (Result) ← `Sample`(Input1)

**Require:** Input1 is a predefined parameter.

```
Set ← ∅
for element ∈ Input1 do
    if Condition(element) is true then
        Set ← Set ∪ {Process(element)}
    else
        continue
    end if
end for
Intermediate ← Transform(Set)
return Result
```

# References I

[Knu84] Donald E. Knuth. “Literate Programming”. In: *The Computer Journal* 27.2 [1984], pp. 97–111.