

LaTeX Workshop Demo Source

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```
1 \documentclass{article}
2
3 % Injects content from preamble.tex (mostly imports) here
4 \input{preamble}
5
6 \title{\LaTeX{} Workshop Demo (complete)}
7 \author{Jesse Wei}
8 \date{March 26, 2024}
9
10 \begin{document}
11
12 \maketitle
13
14 \tableofcontents
15 \newpage
16
17 \section{Introduction}
18
19 This is our \LaTeX{} workshop's complete demo (template
20   → \href{https://www.overleaf.com/read/tmgncmqywbj#3f2451}{here}). Here are the
21   → associated
22   → \href{https://docs.google.com/presentation/d/1z06tLPnshCOWfSBvqL2mZKDLLprnuQr2t1IMmsjBdlM/edit?usp=
23   → This demo is heavily inspired by \cite{latex_vid_1} and \cite{latex_vid_2}.
24
25 \section{Math formatting}
26
27 Let's write some expressions involving the number  $e$ .
28
29 \subsection{Math mode (inline)}
30
31  $e \approx 2.71828$ 
32
33 \subsection{Math mode (display)}
34
35 
$$e \approx 2.71828$$

36
37 \subsection{Expressions}
38
39 % fraction
40 
$$(1 + \frac{1}{n})^n$$

41
42 % left right
43 
$$\left(1 + \frac{1}{n}\right)^n$$

```

```

40
41 % subscript
42 
$$\lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)^n$$

43
44 % sqrt and (optional) argument [n]
45 
$$\lim_{n \rightarrow \infty} \frac{n}{\sqrt[n]{n!}}$$

46
47 % superscript, sum
48 
$$\sum_{n=0}^{\infty} \frac{1}{n!}$$

49
50 % numbered equation with label
51 \begin{equation}
52   \label{esum}
53   \sum_{n=0}^{\infty} \frac{1}{n!}
54 \end{equation}
55
56 Since we labeled the above equation with \texttt{\textbackslash label\{esum\}}, we can
57   ↪ refer to it with \texttt{\textbackslash ref}, like so: \ref{esum}.
58
59 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
60 % Pause demo for 2 min to allow students to write their own.
61 % Or they can skip to exercise
62 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
63 \subsection{Symbols}
64
65 Some lowercase symbols:  $\alpha$ ,  $\beta$ ,  $\gamma$ ,  $\sigma$ ,  $\rho$ ,  $\pi$ 
66
67 Uppercase symbols:  $\Gamma$ ,  $\Sigma$ ,  $\Pi$ 
68
69 Symbols sometimes look different in inline and display mode even when the code is the
70   ↪ same. For example,
71
72  $\sum_{i=0}^n$ 
73 
$$\sum_{i=0}^n$$

74
75  $\prod_i$ 
76
77 
$$\prod_i$$

78
79 \subsection{How to find symbol}
80
81 % Note: do not use " " (double quotation marks)
82 % Instead, use `` " (two grave symbols, then a quotation mark)
83 Is there a symbol that you don't know how to write in \LaTeX? You could try
84   ↪ \href{https://detexify.kirelabs.org/classify.html}{Detexify} \footnote{Link made
85   ↪ possible by \textbackslash usepackage\{hyperref\} in the preamble}, but I don't find
86   ↪ it that great. Instead, I recommend googling (e.g., ``How to type alpha in LaTeX").
87
88 \subsection{Exercise}
89
90 \begin{exercise}{Expressions and symbols}{}

```

```

88     Transcribe the following. If you don't know how to write a symbol in \LaTeX, search
    ↪ up how to write it. Once you're done, you can compare with
    ↪ \texttt{solutions/expressions.tex}.
89
90     \input{solutions/expressions}
91 \end{exercise}
92
93 \begin{solution}{}{}
94     \begin{enumerate}
95         \item
96         \item
97         \item
98         \item
99         \item
100     \end{enumerate}
101 \end{solution}
102
103 \section{Text formatting}
104
105 \subsection{Text}
106
107 \textbf{Bold}, \textit{Italicize}, \underline{underline}, footnote\footnote{This is a
    ↪ footnote}
108
109 \subsection{Lists}
110
111 \begin{enumerate}
112     \item 1
113     \item 2
114     \item 3
115 \end{enumerate}
116
117 \begin{itemize}
118     \item 4
119     \item 5
120     \item 6
121 \end{itemize}
122
123 If you forget the source code for these, you can click ⋮ Bullet list or Numbered
    ↪ List in the Overleaf UI at the top.
124
125 \subsection{Figures}
126
127 Click ⋮ Insert Figure > From project files in the Overleaf UI to insert
    ↪ \texttt{img/latex.png}.
128
129 \begin{figure}[h]
130     \centering
131     \includegraphics[width=0.6\linewidth]{img/latex.png}
132     \caption{\LaTeX{} logo}
133     \label{latex_logo}
134 \end{figure}
135

```

136 If we label it with `\texttt{\textbackslash label}`, we can refer to it using
 ↪ `\texttt{\textbackslash ref}`, like so `\ref{latex_logo}`.

137

138 The figure will probably go somewhere unexpected (i.e., some location that isn't where
 ↪ you wrote `\textbackslash begin\{figure\}` because `\LaTeX{}` decides where it goes. For
 ↪ example, if there isn't enough space on the current page, then the figure will be
 ↪ placed on the next page. Try removing `[h]` from the above source code, and see where
 ↪ the figure goes.

139

140 We can sometimes resolve this with `\texttt{\textbackslash begin\{figure\}[h]}`. If that
 ↪ doesn't work, you may have to use `\texttt{\textbackslash pagebreak}` or other means.

141

142 `\subsection{Tables}`

143

144 Click Insert table at the top of the UI. Similar to figures, tables also may not go where
 ↪ you want without `[h]` or other means.

145

146 `\begin{table}[h]`
 147 `\centering`
 148 `\begin{tabular}{ccc}`
 149 `1 & 2 & 3\\`
 150 `4 & 5 & 6\\`
 151 `7 & 8 & 9\\`
 152 `\end{tabular}`
 153 `\caption{No lines}`
 154 `\end{table}`

155

156 You can add lines:

157

158 `\begin{table}[h]`
 159 `\centering`
 160 `\begin{tabular}{|c|c|c|}`
 161 `\hline`
 162 `1 & 2 & 3\\`
 163 `\hline`
 164 `4 & 5 & 6\\`
 165 `\hline`
 166 `7 & 8 & 9\\`
 167 `\hline`
 168 `\end{tabular}`
 169 `\caption{With lines}`
 170 `\end{table}`

171

172 `\subsection{Code}`

173

174 For inline code, it's good practice to use `\texttt{\textbackslash texttt}`, which is a
 ↪ monospace code-looking font. For example, `\texttt{print("hello world")}`.

175

176 For longer code listings, use the `\texttt{listings}` package. For example,

177

178 `\begin{figure}[h]`
 179 `\centering`
 180 `\begin{lstlisting}[language=Python]`
 181 `def bogosort(l: list[int]):`

```

182         ""Bogosorts list of integers""
183         while not sorted(l) == l:
184             shuffle(l)
185     \end{lstlisting}
186 \end{figure}
187
188 See \cite{overleaf_code} for more information.
189
190 \subsection{Bibliography}
191
192 We can add a bibliography using the package \texttt{biblatex} and a \texttt{.bib} file.
193
194 See the \texttt{biblatex} import in \texttt{preamble.tex}. Also see \texttt{refs.bib}.
195   ↪ You can cite a source using \texttt{\textbackslash cite}, like so \cite{latex_vid_1}
196   ↪ \cite{latex_vid_2}. Then, use \texttt{\textbackslash printbibliography} (at the
197   ↪ bottom) to place the bibliography.
198
199 Note that if a source from the \texttt{.bib} file is not cited, it will not appear in the
200   ↪ document.
201
202 See \cite{overleaf_bibliography} for more information.
203
204 \subsection{Comments}
205
206 Write a comment for your source code using \%.
207
208 For example, there's an unrendered comment here $\rightarrow$ % this is a comment and
209   ↪ isn't rendered
210
211 \subsection{Escape characters}
212
213 However, if \% denotes a comment, how do we write \% in text? Use \textbackslash to
214   ↪ escape the reserved character. And note that \textbackslash is also reserved, so to
215   ↪ write \textbackslash, this source code uses \texttt{\textbackslash textbackslash}.
216
217 \subsection{Exercise}
218
219 \begin{exercise}{Escape characters}{}
220   Transcribe the following. Once you're done, you can compare with
221   ↪ \texttt{solutions/escape.tex}.
222
223   \input{solutions/escape}
224
225   3 should be done in math mode (for the sake of example), and use
226   ↪ \texttt{\textbackslash text} to escape math mode.
227
228 \end{exercise}
229
230 \begin{solution}{}{}
231   \begin{enumerate}
232     \item
233     \item
234     \item
235   \end{enumerate}
236 \end{solution}

```

```

227 \end{solution}
228
229 \section{Define our own formatting}
230
231 \subsection{Environments}
232
233 When we use \texttt{\textbackslash begin} and \texttt{\textbackslash end}, we enter
  ↳ environments. We can actually define our own environments. For example, see the
  ↳ \texttt{\textbackslash newtheorem} definitions in \texttt{preamble.tex}.
234
235 \begin{theorem}
236     There are no solutions to  $a^n + b^n = c^n$  for positive integers  $n > 2$ .
237 \end{theorem}
238
239 \begin{proof}
240     Left as an exercise to the reader.
241 \end{proof}
242
243 \begin{theorem}
244      $\mathsf{P} = \mathsf{NP}$ 
245 \end{theorem}
246
247 \begin{proof}
248     Left as an exercise to the reader.
249 \end{proof}
250
251 \begin{corollary}
252     All of cryptography\footnote{except OTP} is broken.
253 \end{corollary}
254
255 \subsection{Macros}
256
257 Macros help us automate repetitive tasks.
258
259 For example, we normally write  $\mathbb{R}$  with \texttt{\textbackslash mathbb\{R\}}.
  ↳ However, this is tedious to write every time. So, we can define a new command as a
  ↳ shortcut. For example, since we have \texttt{\textbackslash newcommand\{\textbackslash R\}\{\textbackslash mathbb\{R\}\}}, in the preamble, we can
  ↳ simply write \texttt{\textbackslash R} to display  $\mathbb{R}$ .
260
261 As another example, suppose we want to implement a macro for column vectors. We can write
  ↳ a column vector using \texttt{bmatrix} (even inline). For example,
  ↳  $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ . However, this is a lot to type. So, check out the
  ↳ macro for \texttt{\textbackslash cv} in the preamble. Now, \texttt{\textbackslash cv\{0\}\{1\}} outputs  $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ .
262
263 \newpage
264 \printbibliography
265
266 \end{document}

```