

Presentation of package coder

Complement to the manual

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Outline

Motivation

The Basic Problem That We Studied

Playing with line numbers

CDRBlockSave on slide number 1

CDRBlockUse



1 `\textbf{Line 1}`



2 `\textbf{Line 2}`



3 `\textbf{Line 3}`

Playing with line numbers

CDRBlockSave on slide number 2

CDRBlockUse



1 `\textbf{Line 1}`



2 `\textbf{Line 2}`



3 `\textbf{Line 3}`

Playing with line numbers

CDRBlockSave on slide number 3

CDRBlockUse



1 `\textbf{Line 1}`



2 `\textbf{Line 2}`



3 `\textbf{Line 3}`

Playing with line numbers

SourceA

Source

```
1 \makeatletter
2 \newcommand{\MyCDRNumberMainA}[1]{
3   \setlength{\unitlength}{1cm}
4   \begin{picture}(0,0)
5     \put(-1,0){\llap{\ifthenelse{#1=1}{\emoji{t-rex}}
6       {\ifthenelse{#1=2}{\emoji{penguin}}{\emoji{whale}}}}}%
7   } }
8   \end{picture}
9   %
10  \ifthenelse{#1=\beamer@slidenumber}{%
11    \color{red}\bfseries}{#1
12  }
13 \makeatother
```

Playing with line numbers

SourceA

Source

```
1 \makeatletter
2 \newcommand{\MyCDRNumberMainA}[1]{
3   \setlength{\unitlength}{1cm}
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12  }
13 \makeatother
```

Playing with line numbers

SourceA

Source

NO \CDRBlockUse/SourceA!