

Title

Subtitle

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Introduction

A demonstration of literate programming using Quarto and Julia. Knuth ¹ says always be literate (Knuth 1984).

This document is set to render as beamer slides.

- Let's begin with the basics.

¹Donald Knuth is a famous computer scientist.

Hello, World!

```
print("Hello, World!")
```

Hello, World!

A Calculation

2 + 2

4

Plot of $y = x^2$.

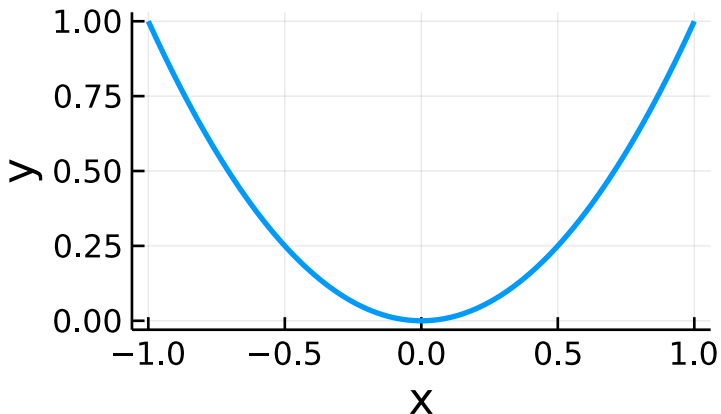


Figure 1: Plot of $y = x^2$ over $[-1, 1]$

References

Knuth, Donald Ervin. 1984. "Literate Programming." *The Computer Journal* 27 (2): 97–111.