

Psychometrics

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Preface

This is a Quarto book. But really is it?

Imagery [on .pdf title page](#)

To learn more about Quarto books visit <https://quarto.org/docs/books>.

1 + 1

[1] 2

1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

```
1 + 1
```

①

① “Hidden” code annotation provides student support on an as-needed basis (here, the underlying platform is being asked to add the numbers “1” and “1”).

```
[1] 2
```

Check out Chapter [2](#) for some example capabilities of [books authored via Quarto](#).

2 Example capabilities

2.1 Data vizualizations

Figure 2.1 demonstrates `lightbox` capabilities for Quarto book images, whereby clicking isolates the image for closer inspection.



Figure 2.1: Oh look a cute kitty!

Figure 2.2 demonstrates some interactive components for graphical representations of data.

2.2 Geo-spatial

Figure 2.3 is another example of interactivity within the .html document.

i Browsers vs. Static PDF Readers

Note that all interactive visuals will be captured via static representation if a reader elects to download a PDF file [by accessing the button located within the toolbar]. These images are not currently optimized for static representation, so interactivity may render oddly within the example PDF.

2.3 Multi-media

Figure 2.4 shows yet another example - videos can be pulled from external sites (like this clip) or can be locally produced video files.

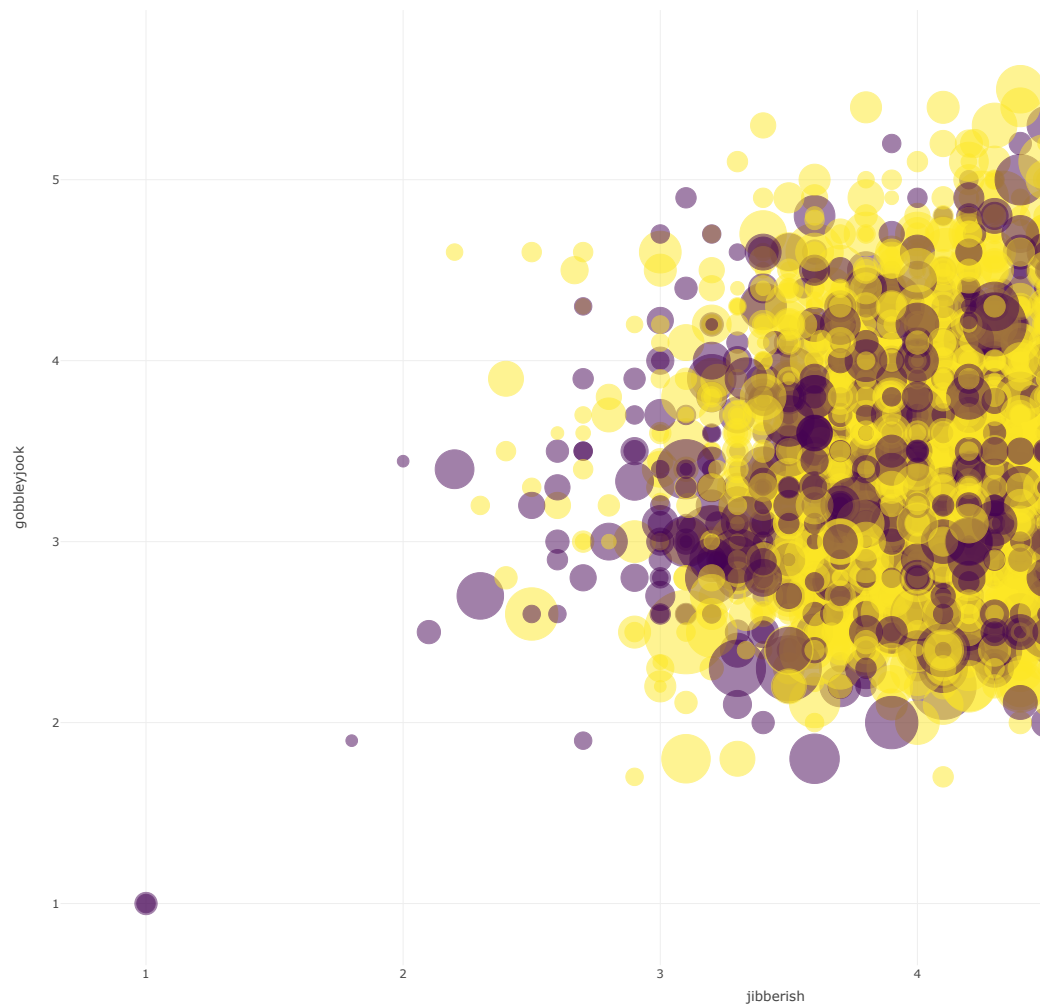


Figure 2.2: Example interactive plot

Figure 2.3: Example of interactive graph

<https://www.youtube.com/watch?v=ZI8jjbhm4OE>

Figure 2.4: A tribute to the current tutorial author

References

Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.