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BLG 100E  
The Glorious L<sup>A</sup>T<sub>E</sub>X  
Report

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# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>General stuff</b>	<b>1</b>
2.1	Text styles . . . . .	1
2.2	Enumeration and lists . . . . .	1
2.3	Tables . . . . .	2
<b>3</b>	<b>Images and Figures</b>	<b>4</b>
<b>4</b>	<b>Inserting Code Pieces</b>	<b>6</b>
4.1	Pseudocode . . . . .	6
4.2	Real Code . . . . .	6

# 1 Introduction

I made a L<sup>A</sup>T<sub>E</sub>Xtemplate to help my friends on creating good looking reports.

## 2 General stuff

### 2.1 Text styles

You can make text **bold**, *italic*, underlined or in typewriter fonts. You can ***use*** them **combined**

You can make paragraphs centered

Or right aligned

**The important paragraph:** We can create titled paragraphs

### 2.2 Enumeration and lists

With the help of *enumitem* package we can create numbered lists as below:

- 1 Apples (We can use nested lists)
  - A) Starking
  - B) Golden
- 2 Kiwis
- 3 and of course Bananas!

We can also create unordered lists

- Ford Prefect
- Arthur Dent
- Zaphod Beeblebrox

## 2.3 Tables

Creating tables can become a bit annoying the [H] here ensures the table is displayed where it is defined.

**Table 1:** Table of great music

left column center aligned	center column right aligned	right column left aligned
I want to break free	We're the champions	Bohemian Rhapsody

7C0	hexadecimal
3700	octal
11111000000	binary
1984	decimal

For more info consult [Wikibooks](#).

We can continue here but...

sometimes a clear page in our life is much better.

This page is left blank intentionally

### 3 Images and Figures

We can include images like:

Figure 1: GTA



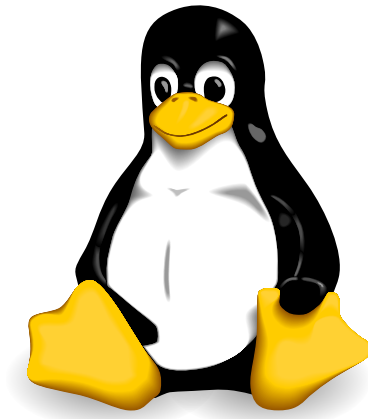
scale them relative to page width

Figure 2: GTA2



or even we can include PDFs (tip: Save SVG images as PDF) and they can scale (try to zoom in, it will not get pixelated)

**Figure 3:** Linux's mascot: Tux



## 4 Inserting Code Pieces

### 4.1 Pseudocode

---

**Algorithm 1** The depth first search algorithm

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**Graph**  $G$

**Node**  $start$

**function** DEPTH-FIRST-SEARCH( $G, start$ )

**Tree**  $T$

        ▷ The resulting search tree

**Stack**  $S$

        ▷ An empty stack

**Set**  $V$

        ▷ An empty set of visited nodes

    SET-ROOT( $T, current$ )

    PUSH( $S, start$ )

**while** NOT-EMPTY( $S$ ) **do**

$current \leftarrow$  POP( $S$ )

**if not** CONTAINS( $V, current$ ) **then**

            INSERT( $V, current$ )

**for all**  $n : \text{NEIGHBORS}(current)$  **do**

                PUSH( $S, n$ )

                INSERT-SUB-NODE( $T, current, n$ )

                ▷ Insert node to subtree of  $current$

**end for**

**end if**

**end while**

**return**  $T$

**end function**

---

### 4.2 Real Code

**Code 1:** Depth first search in C++

---

```
class Graph
{
    set<int> nodes;
    vector< vector<int> > edge_list;
public:
    void dfs();
}
```

---