

# Title

a demo by

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## 1. Introduction

This is a demo of all the features of G<sup>O</sup>H<sup>L</sup>A<sup>T</sup>E<sup>X</sup>. Shame on you for not learning Plain T<sub>E</sub>X. This is not a perfect imitation; the keen Plain T<sub>E</sub>X user will notice that some things (e.g., spacing between paragraphs) still isn't as beautiful as in Plain.

**Theorem 1.** *This is how to make a theorem.*

*Proof.* Prove the theorem afterwards. ─

**Lemma 2** (*Parentheses*). *Sometimes you want to name your theorems/lemmas.*

*Solution.* Sometimes you want to put the slug in display math mode. We have shown that

$$2 + 2 = 4. \quad \blacksquare$$

Sometimes you want to typeset an algorithm:

**Algorithm A** (*Name*). Description of algorithm.

**A1.** [Initialise.] Use G<sup>O</sup>H<sup>L</sup>A<sup>T</sup>E<sup>X</sup>.

**A2.** [Fall in love.] The formatting is so exquisite that you want to do unspeakable things to it (like write your own T<sub>E</sub>X macros).

**A3.** [Convert.] Switch to Plain T<sub>E</sub>X.

**A4.** [Enlightenment.] Your soul transcends. ─

I'm not sure why you have to leave a blank space between each algorithm step for it to work. You don't have to do that in Plain T<sub>E</sub>X. When the algorithm has  $\geq 10$  steps, you'll want `\aalgbegin` instead.

**Algorithm B** (*Math*). These are some math macros I added. There are not too many of them and you should probably use your own macros for other things you like.

**B1.** [Sets.] We have the inclusion  $\mathbf{N} \subseteq \mathbf{Z} \subseteq \mathbf{Q} \subseteq \mathbf{R} \subseteq \mathbf{C}$ .

**B2.** [Probability.] We find that  $\mathbf{P}\{A\} = 1$ ,  $\mathbf{E}\{X\} = 2$ , and  $\mathbf{V}\{X\} = \sigma^2$ .

**B3.** [Indicators.] The indicator of an event  $\mathbf{1}_A$  equals 1 if  $A$  is true and 0 if  $A$  is false. You can also spell out the event; for example if  $A$  is the event that  $u \text{ --- } v$ , then you can write  $\mathbf{1}_{[u \text{ --- } v]}$ .

**B4.** [Dots.] We sometimes want to define  $[1 \dots n] = \{1, 2, \dots, n\}$ .

**B5.** [Equation numbers.] You can number your equations with old-style numerals:

$$[z^n]f(z) = \frac{1}{2\pi i} \oint \frac{f(z)}{z^{n+1}} dz. \tag{1}$$

**B6.** [Reference.] You can reference an equation using (1234567890).

**B7.** [Credit where it's due.] Some of these macros are lifted right out of `plain.tex`, which was written by Knuth himself.

**B8.** [Operators.] You can make your own operators and functions `myfunc(x)` and they can even have limits, like

$$\lim_{n \rightarrow \infty} \text{myfunc}(n).$$

**B9.** [Stalling.] Can't you tell I'm just trying to get to ten steps?

**B10.** [Slug.] Don't forget to end your algorithm with a slug! ■

This is the end of a subsection.

**Big bold label.** Use this when you don't want to start a whole new section, but you still want to break up your text.