Template

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1 Introduction

2 Configuration

```
\documentclass {article}
\usepackage{minted, xcolor, graphicx, caption, geometry}
\geometry{
  left=2.5cm,
  right=2.5cm,
  top=2.5cm,
  bottom=3cm
}
\captionsetup{font=footnotesize}


\begin {document}
```

3 Titre

```
\begin{figure}[t]
    \centering{\includegraphics[scale=0.5]{~/templates/latex/images/ulbLogo.png}}
        \label{fig:ulbLogo}
\end{figure}
\author {Mickael Kovel 000396950}
\date {2 Mai 2023}
\title {Template}
\maketitle
\newpage
\tableofcontents
\newpage
```

4 Figures

4.1 Simple

Figure 1: Logo de l'ULB

```
\begin{figure}[h]
        \centering{\includegraphics[scale=0.5]{~/templates/latex/images/ulbLogo.png}}
        \caption{Logo de l'ULB}
        \label{fig:ulbLogo}
\end{figure}
```

4.2 Côte à côte

Figure 2: Logo de l'ULB

Figure 3: Logo de l'ULB

```
\begin{figure}[h]
    \begin{minipage}[t]{0.50\textwidth}
\centering
\includegraphics[width=\textwidth]{~/templates/latex/images/ulbLogo.png}
\caption{Logo de l'ULB}
\label{fig:model1}
    \end{minipage}
    \begin{minipage}[t]{0.50\textwidth}
\centering
\includegraphics[width=\textwidth]{~/templates/latex/images/ulbLogo.png}
\caption{Logo de l'ULB}
\label{fig:model2}
    \end{minipage}
\end{figure}
```

5 Références

Comment référencer une figure : 1

```
Comment référencer une figure : \ref{fig:ulbLogo}
```

6 Code

6.1 Code C++

```cpp
#include <iostream>
using namespace std;
int main() {
        cout << "Hello, World!";
        return 0;
}
```

```
\begin{minted}{cpp}
#include <iostream>
using namespace std;
int main() {
cout << "Hello, World!";
return 0;
}
\end{minted}
```

6.2 Code Python

```python
def main():
        print("Hello, World!")
if __name__ == "__main__":
    main()
```

```
\begin{minted}{python}
def main():
print("Hello, World!")
if __name__ == "__main__":
main()
\end{minted}
```

6.3 Code Java

```java
public class HelloWorld {
        public static void main(String[] args) {
                System.out.println("Hello, World!");
        }
}
```

```
\begin{minted}{java}
public class HelloWorld {
public static void main(String[] args) {
System.out.println("Hello, World!");
}
}
\end{minted}
```

6.4 Code Bash

```bash
#!/bin/bash
echo "Hello, World!"
```

```
\begin{minted}{bash}
#!/bin/bash
echo "Hello, World!"
\end{minted}
```

6.5 Code Matlab

```
D = 20;gamma = ones(1,nn+1)/D;
y1 = 100.*ones(1,10);y2 = 75.*ones(1,10);y3 = 50.*ones(1,10);y4 = 25.*ones(1,10);y5 = 0.*ones(1,10);
gamma(1:50) = [y1 y2 y3 y4 y5].*gamma(1:50);
```

```
\begin{minted}{matlab}
D = 20;gamma = ones(1,nn+1)/D;
y1 = 100.*ones(1,10);y2 = 75.*ones(1,10);y3 = 50.*ones(1,10);y4 = 25.*ones(1,10);y5 = 0.*ones(1,10);
gamma(1:50) = [y1 y2 y3 y4 y5].*gamma(1:50);
\end{minted}
```