

Latex modules

Ch 1. What is latex ?

- It's a tool for typesetting professional-looking documents.
- Unlike word or other GUI based typesetting softwares type commands to get desired outputs.

(Latex Commands)

- A Tex engine compiles your document then you see it.
(Tex takes care of visualization to put in a pdf form)

Ch 2. Why learn Latex :

- Useful for equation, tables, technical content, etc.
(for sciences)
- easier for footnotes, bibliographies, indexes, table of contents, list of figures.

• very customizable based on
free add-on packages.

• Style can be changed with
ease. templates in latex
can be defined based on application
because of layout/style.
(templates: are document
style/layout types.)

Ch3. Writing your first piece of latex.

ex) (First Project in
overleaf)

`\documentclass{article}`

`\begin{document}`

First document. This is a simple example, with no extra parameters or Packages included.

`\end{document}`.

- Latex can also cover indenting like first sentences of our paragraph (example of taking care of formatting)

- `\documentclass{article}`, declares document type known as its class.

- Each document types require different class .
- To know latex class types look into CTAN (Comprehensive Tex Archive network)
- The body of the document is between `\begin{document}` and `\end{document}` tags.
- Recompile is just button to press to compile tex documents after you make edits .

- An overleaf project can be configured to recompile automatically each time its edited,

- Steps for automatic Recompile:

- 1.) Click small arrow next to recompile.
- 2.) Then set AutoCompile to On.

- Next we give a document

a title^o so next thing
is to give it a title.

Ch 4. The Preamble of a document:

- Each project has a main tex file, used for storing in Overleaf.
- .tex extension is used when naming files containing your documents LaTeX code.

- everything LaTeX commands before $\{\text{begin}\{\text{document}\}$ is called preamble in tex file.

- This is called document "Setup" section?

- This is where you define class (Type) document, languages, packages you would like to use, and other types of config like fonts.

ex) (document minimal preamble)

`\documentclass[12pt, letterpaper]{article}`
`\usepackage{egraphics}`

- The overall class type is defined first. Additional parameter like word size, paper size in the article class.
- In previous example 12pts sets the font size.
- letter paper sets the paper size.

- $\backslash userpackage \in \{graphicX\}$ is an example is a package to define to import graphics images.

Ch 5. Including title, author and date information: