

# ryblatex.sty Documentation

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## 1 Motivation

The purpose of this package is to create a single, coherent brief notation for homework, note, and project files across Math and Computer Science.

## 2 Letter Commands

Doing `\A...Z` gives the MathBB font:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Doing `\cA...cZ` gives the MathCal font:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Doing `\fA...fZ` gives the Mathfrak font:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

The above fonts can be paired with  $\in$ . Doing `\inA...inZ` gives  $\in$  in MathBB font:

$\in A \in B \in C \in D \in E \in F \in G \in H \in I \in J \in K \in L \in M \in N \in O \in P \in Q \in R \in S \in T$   
 $\in U \in V \in W \in X \in Y \in Z$

Doing `\incA...incZ` gives  $\in$  in MathCal font:

$\in \mathcal{A} \in \mathcal{B} \in \mathcal{C} \in \mathcal{D} \in \mathcal{E} \in \mathcal{F} \in \mathcal{G} \in \mathcal{H} \in \mathcal{I} \in \mathcal{J} \in \mathcal{K} \in \mathcal{L} \in \mathcal{M} \in \mathcal{N} \in \mathcal{O} \in \mathcal{P} \in \mathcal{Q} \in \mathcal{R} \in \mathcal{S}$   
 $\in \mathcal{T} \in \mathcal{U} \in \mathcal{V} \in \mathcal{W} \in \mathcal{X} \in \mathcal{Y} \in \mathcal{Z}$

Doing `\infA...infZ` gives  $\in$  in Mathfrak font:

$\in \mathfrak{A} \in \mathfrak{B} \in \mathfrak{C} \in \mathfrak{D} \in \mathfrak{E} \in \mathfrak{F} \in \mathfrak{G} \in \mathfrak{H} \in \mathfrak{I} \in \mathfrak{J} \in \mathfrak{K} \in \mathfrak{L} \in \mathfrak{M} \in \mathfrak{N} \in \mathfrak{O} \in \mathfrak{P} \in \mathfrak{Q} \in \mathfrak{R} \in \mathfrak{S}$   
 $\in \mathfrak{T} \in \mathfrak{U} \in \mathfrak{V} \in \mathfrak{W} \in \mathfrak{X} \in \mathfrak{Y} \in \mathfrak{Z}$

Redefining any of the letter commands will carry to the  $\in$  commands. For example, running `\renewcommand{\A}{A}` makes  $\in A$  display

$\in A$

### 3 Math Commands

Various math commands have been added. Namely:

<code>\emptyset</code>	$\emptyset$
<code>\oldemptyset</code>	$\emptyset$
<code>\Mod{p}</code>	$\text{mod } p$
<code>\divides</code>	$ $
<code>\notdivides</code>	$\nmid$
<code>\u{t}</code>	$\overline{t}$
<code>\o{t}</code>	$\overline{t}$
<code>\smatrix{1}{2}{3}{4}</code>	$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$
<code>\mat{1}{2}{3}{4}</code>	$\begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$
<code>\svect{1}{2}</code>	$\begin{pmatrix} 1 \\ 2 \end{pmatrix}$
<code>\vect{1}{2}</code>	$\begin{pmatrix} 1 \\ 2 \end{pmatrix}$
<code>\Choose{1}{2}</code>	${}^1C_2$
<code>\Perm{1}{2}</code>	${}^1P_2$
<code>\Id</code>	$\text{Id}$
<code>\Im</code>	$\text{Im}$