My First LATEX Attempt

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Part I

Test

Second chapter

YouTube

1.1 Typesetting

Proof.

$$\hat{x} = y \tag{1.1}$$

$$\widehat{x} = z \tag{1.2}$$

$$\therefore \quad y = z. \tag{1.3}$$

1.1.1 Some math stuff

$$au\epsilon\chi$$
 (Math person)

$$e = m \cdot c^2$$

Math person Using \smash{equation} ignores that equations height for line-height.

$$\frac{d}{dx}f(x) = f'(x) = \lim_{h \to 0} \frac{f(x+h) - f(x)}{h} \tag{1.4} \label{eq:1.4}$$

$$x^2 \ge 0 \quad \forall \text{(for all)} \ x \in \mathbb{R}$$
 (1.5)

The command \text{text} can be used to add normal text within equations.

Pi expression	Value
π	3.1416
π^{π}	36.46
$(\pi^\pi)^\pi$	80662.7

Table 1.1: Caption for π

$$\begin{pmatrix} n \\ k \end{pmatrix} \qquad x\bar{y}z \qquad x\vec{y}z \qquad \overline{xyz} \tag{1.6}$$

$$0.\overline{3} \stackrel{\stackrel{\leftrightarrow}{\rightleftharpoons}}{\rightleftharpoons} \frac{1/3}{=} \tag{1.7}$$

$$\left(\left(\left[\int_{\substack{0 < i < n \\ i \subseteq n}}^{n} \right] \right) \right)$$

iv

$$a = b + c + d$$
 Some notes (1.9)

$$=a+b+c$$
 Some more notes (1.10)

$$+d+e \tag{1.11}$$

$$\mathbf{x} = \begin{bmatrix} x_0 & x_1 & \dots \\ x_2 & x_3 & \dots \\ \vdots & \vdots & \ddots \end{bmatrix} \begin{bmatrix} 1 & 2 & 1 \\ 3 & 1 & 2 \\ 3 & 1 & 3 \end{bmatrix}$$

1.2 Specialties

Hi [1] has said Hi[2] has said Hi [2] has said

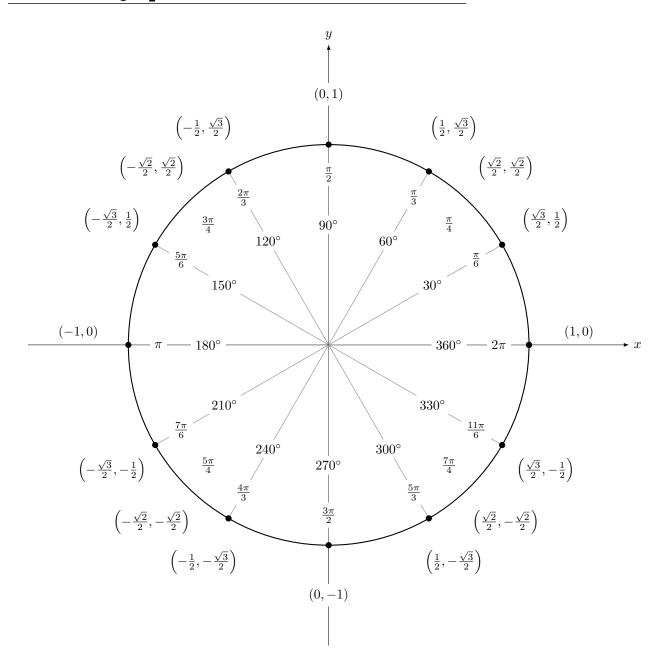
Bibliography

[1] Albert Einstein

[2] Trey Wilkinson

1.3 Producing Mathematical Graphics





1.4 Customising LTEX

Chapter 2
Last chapter

Part II Math

Logic

Algebra

4.1 Algebra: 0

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I \to II \to III \to V \to VI \to VIII \to IX (Pass through IV and VII on first pass)
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- 4.1.1 I. Preliminaries: Set theory and categories
- 4.1.2 II. Groups, first encounter
- 4.1.3 III. Rings and modules
- 4.1.4 VII. Fields
- 4.1.5 IX. Homological Algebra

Analysis

- 5.1 Real Analysis
- 5.2 Complex Analysis
- 5.3 Functional Analysis
- 5.4 Tensor Analysis