CSE 376: Technical Writing and Presentation Homework - Latex Checkpoints

Asif Idris Tuhin

October 2, 2021

Contents

1 Checkpoint 1

1.1 experimenteing1

Experimenting 1st subsection

1.2 experimenteing2

Experimenting 2nd subsection

1.3 experimenteing3

Experimenting 3rd subsection

1.4 Label Checking

Referring to 1 No. section on page 1

2 Checkpoint 2

2.1 Font Effects

Technical Writing and Presentation
Technical Writing and Presentation
Technical Writing and Presentation
Technical Writing and Presentation
`Technical Writing and Presentation`
Technical Writing and Presentation
Technical Writing and Presentation
Technical Writing and Presentation

2.2 coloured Text

Technical Writing and Presentation
fire

2.3 Font Sizes

tiny HELLO WORLD scriptsize Hello World footnotesize Hello World small Hello World
normalsize Hello World
large Hello World
Large Hello World
huge Hello World
LARGE Hello World
Huge Hello World

2.4 Lists

1. 1st paper
2. 2nd paper
   - one category
   - two category

   @ without bullet category
3. 3rd paper

2.5 Comment and Spacing

It is very interesting learing Everyone should try this.
New line but not new paragraph

Hello World with new paragraph and new line.

This line is vertically spaced by 50pt

2.6 Special Characters

$ % ^ & _ { } ~ \

/

Item #1A\642 costs $8 & is sold at a ~10% profit.

3 Checkpoint 3

3.1 1st table

Item	Quantity	Price ($)
Nails	500	0.34
Wooden Boards	100	4.00
Bricks	240	11.50

3.2 2nd table

	Year		
City	2006	2007	2008
London	45789	46551	51298
Berlin	34549	32543	29870
Paris	49835	51009	51970

4 Checkpoint 4

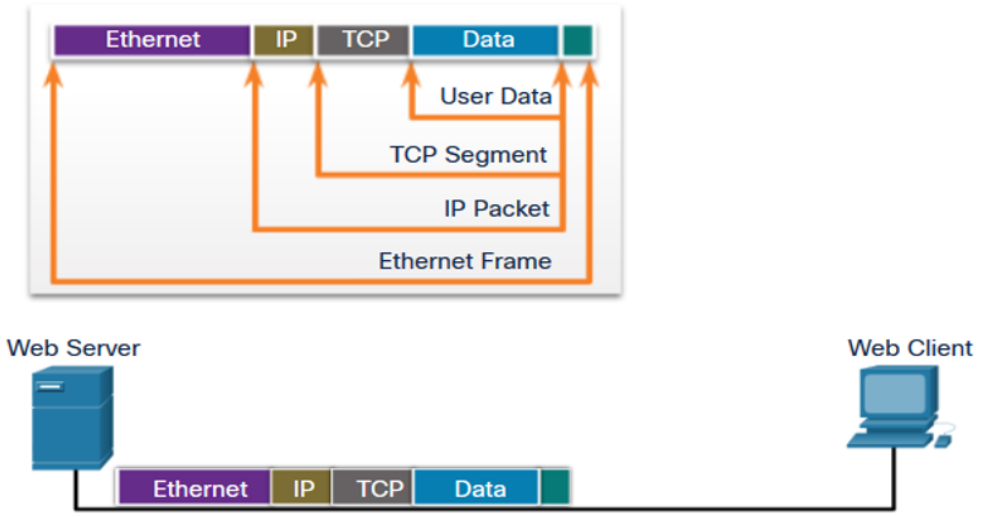

Figure 1: My test Image

Shown in figure 1 on page no. 4

5 Checkpoint 5

$$e = mc^2 \tag{1}$$

$$\pi = \frac{c}{d} \tag{2}$$

$$\frac{d}{dx} e^x = e^x \tag{3}$$

$$\frac{d}{dx} \int_0^\infty f(s) ds = f(x) \tag{4}$$

$$f(x) = \sum_i = 0^\infty \frac{f^{(i)}(0)}{i!} x^i \tag{5}$$

$$x = \sqrt{\frac{x_i}{z}} y \tag{6}$$

$$\begin{bmatrix} 1 & 2 & 3 & 4 & 5 \\ 6 & 7 & 8 & 9 & 10 \\ 11 & 12 & 13 & 14 & 15 \\ 16 & 17 & 18 & 19 & 20 \\ 21 & 22 & 23 & 24 & 25 \end{bmatrix} \tag{7}$$

6 Checkpoint 6

Let's create some references!!! this is references no [15] this is references no [1] this is references no [3] this is references no [4] this is references no [2] this is references no [5] this is references no [6] [13] [7] [8] [9] [10] [11] [12] [14]

References

[1] Nicolas Ducheneaut, Nicholas Yee, Eric Nickell, and Robert J Moore. " alone together?" exploring the social dynamics of massively multiplayer online games. In *Proceedings of the SIGCHI conference on Human Factors in computing systems*, pages 407–416, 2006.

[2] Guo Freeman, Jeffrey Bardzell, and Shaowen Bardzell. Revisiting computer-mediated intimacy: In-game marriage and dyadic gameplay in audition. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, pages 4325–4336, 2016.

[3] Guo Freeman, Jeffrey Bardzell, Shaowen Bardzell, and Susan C Herring. Simulating marriage: Gender roles and emerging intimacy in an online game. In *Proceedings of the 18th ACM Conference on Computer Supported Cooperative Work & Social Computing*, pages 1191–1200, 2015.

[4] Guo Zhang Freeman, Jeffrey Bardzell, and Shaowen Bardzell. Intimate experiences in virtual worlds: The interplay among hyperpersonal communication, avatar-based systems, and experiential drives. *IConference 2016 Proceedings*, 2016.

[5] Juho Hamari and Max Sjöblom. What is esports and why do people watch it? *Internet research*, 2017.

[6] William Hamilton, Andruid Kerne, and Tom Robbins. High-performance pen+ touch modality interactions: a real-time strategy game esports context. In *Proceedings of the 25th annual ACM symposium on User interface software and technology*, pages 309–318, 2012.

[7] Kalle Jonasson and Jesper Thiborg. Electronic sport and its impact on future sport. *Sport in society*, 13(2):287–299, 2010.

[8] Mehdi Kaytoue, Arlei Silva, Loïc Cerf, Wagner Meira Jr, and Chedy Raïssi. Watch me playing, i am a professional: a first study on video game live streaming. In *Proceedings of the 21st international conference on world wide web*, pages 1181–1188, 2012.

[9] Vassilis Kostakos, Eamonn O'Neill, Linda Little, and Elizabeth Sillence. The social implications of emerging technologies, 2005.

[10] Yong Ming Kow and Timothy Young. Media technologies and learning in the starcraft esport community. In *Proceedings of the 2013 conference on Computer supported cooperative work*, pages 387–398, 2013.

[11] Alex Leavitt, Brian C Keegan, and Joshua Clark. Ping to win? non-verbal communication and team performance in competitive online multiplayer games. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems*, pages 4337–4350, 2016.

[12] Donghun Lee and Linda J Schoenstedt. Comparison of esports and traditional sports consumption motives. *ICHPER-SD Journal Of Research*, 6(2):39–44, 2011.

[13] Lennart E Nacke, Anna Cox, Regan L Mandryk, and Paul Cairns. Sigchi games: The scope of games and play research at chi. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*, pages 1088–1091, 2016.

[14] Helmut R Wagner. Glaser and strauss: The discovery of grounded theory: Strategies for qualitative research (book review). *Social Forces*, 46(4):555, 1968.

[15] Donghee Yvette Wohn, Cliff Lampe, Rick Wash, Nicole Ellison, and Jessica Vitak. The" s" in social network games: Initiating, maintaining, and enhancing relationships. In *2011 44th Hawaii international conference on system Sciences*, pages 1–10. IEEE, 2011.