

MASTER THESIS

Thesis submitted in fulfillment of the requirements for the degree of Master of Science in Engineering at the University of Applied Sciences Technikum Wien - Degree Program Embedded Systems

Title of your Thesis

This is a longer sub-title

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Wien, 2026-02-13

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Schlagwörter: Schlagwort1, Schlagwort2, Schlagwort3, ...

Abstract

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Keywords: Keyword1, Keyword2, Keyword3, ...

Acknowledgement

I want to thank ...

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1 About Typst

Typst is a newer typesetting alternative to L^AT_EX that is written using the programming language  Rust and uses its own markup language resembling a mixture of (to some extend) both AsciiDoc and Markdown. To learn using Typst and its markup language start with the [online tutorial](#).

1.1 Using Typst

You can either use the [typst app](#) or the [open source offline compiler](#). The following commands are useful with the offline compiler.

```
> typst --version                      # output the version
> typst init @preview/uastw-thesis:0.1.1 # init a new project
> typst compile thesis.typ              # compile the root file
> typst watch thesis.typ                # compile & update code changes
> typst --help                         # output a help message
```

1.2 Writing in Typst

A simple yet fast way to get accustomed with the syntax of the Typst markup language print and checkout the [Typst Cheat Sheet](#) that summarizes the essentials on a single page.

1.2.1 Lists

To create an *unordered list* type ...

```
- unnumbered item
  - subitem 1
  - subitem 2
    - subsubitem
- second unnumbered item
```

... this yields:

- unnumbered item
 - subitem 1
 - subitem 2
 - subsubitem
- second unnumbered item

Advanced for one specific list ...

```
#block([#set list(marker: ([#text(emoji.finger.r)],
                        [#text(green, sym.arrow.r.dashed)],
                        [#text(rgb("#00689e"), sym.floral)]))
      - one
      - two
      - three
  ])
```

 one

 two

 three

To create an *ordered list* type ...

```
+ unnumbered item
+ subitem 1
+ subitem 2
+ subsubitem
+ second unnumbered item
```

... this yields:

1. unnumbered item
 1. subitem 1
 2. subitem 2
 1. subsubitem
2. second unnumbered item

1.2.2 Headings

```
= Top Level Header

== Sub-Header

==== Subsub-Header
```

1 Top Header

1.1 Sub-Header

1.1.1 Subsub-Header

Advanced header styling: The following statement produces a heading without entry in the table-of-contents, without numbering but with an entry in the PDF bookmarks.

```
#heading(outlined: false, bookmarked: true, numbering: none)[Kurzfassung]
```

The next line shows how to reset the header numbering.

```
#counter(heading).update(0)
= Header
```

1.1.2 Text

The following example show-case different text styles ...

```
`mono`
*bold*
_italic_
#highlight[highlight]
#underline[underline]
#text(size: 1.5em)[Text Size]

#strike[Strikethrough text]
```

mono
bold
italic
highlight
underline
Text Size
Strikethrough text

Advanced text styling options ... the following code produces [demo](#).

```
#text(rgb("01AB20"), font: "Alex Brush", 18pt)[demo]
```

1.1.3 Figures

Figure 1 show-cases how to include a figure , add a caption, and an anchor <fig-uastw> ...

```
#figure(  
    image("images/logo.svg", width:  
30%),  
    caption: [UAS Technikum Wien Logo],  
) <fig-uastw>
```



Figure 1: UAS Technikum Wien Logo

To reference the anchor use @fig-uastw (the name of the anchor prefixed with an @).

Typst supports various libraries where you can directly *program* vector graphics, e.g., the following “code” generates the figure to the right ...

```
#stack(dir: ltr, spacing: 1em,  
    rect(width: 20pt, height: 20pt, fill: blue),  
    circle(radius: 10pt, stroke: 2pt + red),  
    line(start: (0pt, 0pt), end: (20pt, 20pt),  
        stroke: green)  
)
```



Specialized libraries are, e.g., [Fletcher](#) for flowcharts, [tdtr](#) for drawing tree diagrams, [cetz](#) for general purpose drawings (comparable to the L^AT_EX package TikZ), [lilaq](#) for scientific data visualization etc. checkout the [package universe](#) on the Typst homepage.

For example Figure 2 is rendered with the help of the fletcher library.

```
#import "@preview/fletcher:0.5.8" as fletcher: diagram, node, edge  
#diagram(  
    cell-size: 2cm, node-stroke: 1pt,  
    node((0,0), [Input], fill: blue.lighten(80%)),  
    edge((0,0), (1,0), "->"),  
    node((1,0), [Process], fill: green.lighten(80%)),  
    edge((1,0), (2,0), "->"),  
    node((2,0), [Output], fill: red.lighten(80%)),  
    edge((2,0), (2,1), "-|->-", `waste`),  
    edge((1,0), (2,1), `dump`, "-|>-"),  
    node((2,1), [Wastebin], fill: rgb("#8bb111")),  
    edge((2,1), (0,0), "--|>--", `reset`)  
)
```

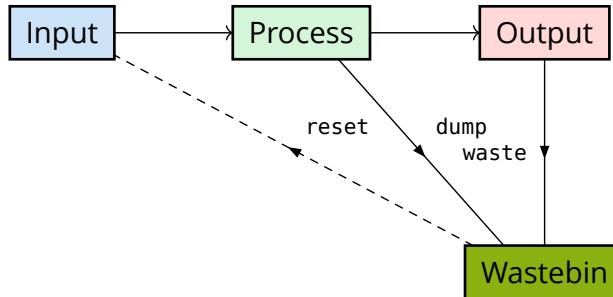


Figure 2: Example block diagram

1.1.4 Tables

Table 1 show-cases how to include a table ...

```
#figure(
  table(
    columns: 2,
    table.header[*name*][*desc*],
    [a], [b],
    [c], [d],
  ),
  caption: [Demo Table],
)<tab-demo>
```

name	desc
a	b
c	d

Table 1: Demo Table

Checkout the [Table Guide](#) in the documentation for all sorts of table variants.

1.1.5 Quotes, References and other Clues

The quote from [1] states:

“Against stupidity the very gods themselves contend in vain.”

— F. Schiller

Another famous quote from [2] is:

“Die Botschaft hör ich wohl, allein mir fehlt der Glaube.”

— J.W. Goethe

i Info

References simply use the anchor, e.g. @goethe1999faust1 as used as key in the BibTeX file ...

To set clue boxes like INFO, WARNING, TIP, etc. you may use the [gentle clues](#) package. The above info box was rendered using:

```
#import "@preview/gentle-clues:1.3.0": *

#info[References simply use the anchor, e.g. `@goethe1999faust1` as used as key in the
BibTeX file ...]
```

1.1.6 Math

Mathematical equations are enclosed with \$ symbols as in L^AT_EX. Here is a simple example:

$$\sum_{k=0}^n k = 1 + \dots + n \\ = \frac{n(n+1)}{2}$$

Below is how you type the formula:

```
$ sum_(k=0)^n k
  &= 1 + \dots + n \
  &= (n(n+1)) / 2 $
```

1.1.7 Code

To render code listings the Typst universe features various packages - a prominent one is [codly](#). The following example show-cases its use by referencing an external source-file code/demo.c.

```
#import "@preview/codly:1.2.0": *
#show: codly-init.with()

// Load and display an external C file
#raw(read("code/demo.c"), lang: "c", block: true)
```

The rendered output looks like ...

```
1  /*
2  =====
3  Name      : io_scanf.c
4  Author    : Max Muster
5  Version   :
6  Copyright : (cc) by Max
7  Description : Hello World in C, Ansi-style
8  =====
9  */
10
11 #include <stdio.h>
12 #include <stdlib.h>
13
14 int main(void) {
```

```
15 int num;
16 printf("Please give me a number: ");
17 int ret = scanf("%d", &num);
18 printf("You gave me %d\n", num);
19 printf("scanf returned %d\n", ret);
20 return EXIT_SUCCESS;
21 }
```

2 Another Section

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2.1 Sub-Section

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2.1.1 Subsub-Section

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2.1.1.1 Subsubsub-Section

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Bibliography

- [1] F. Schiller, *The Maid of Orleans: A Romantic Tragedy*. Berlin: Unger, 1801. [Online]. Available: <https://www.gutenberg.org/>
- [2] J. W. von Goethe, *Faust: Der Tragödie erster Teil*. Stuttgart: Reclam, 1999.

Index

An index is created by adding index keys to the text at the respective pages, e.g. using `#index[key]` where `key` is the word that will show up in the index along with the pages where it was referenced. To include the index you add code similar to the following one.

⚠ Warning

You'll need to import the respective package in every file that makes use of it ...

```
#heading(outlined: false, bookmarked: true, numbering: none)[Index]
#import "@preview/in-dexter:0.7.2": *
#columns(3)[
  #make-index(title: none)
]
```

F

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