# Introduction to LATEX

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### A few words about myself

- ► I mainly work in IDAM.
- ▶ I work at Wipro.
- ▶ I am an organizer at (and, member of ) PLUG.
- ▶ I do a lot of open-source stuff.

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# MS WORD!

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How do we typeset?



To save time and efforts.

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  - ► Table of content
  - List of figures and tables
  - Captions
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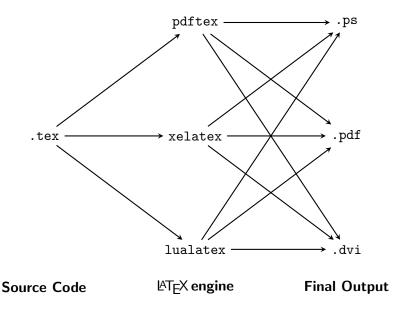
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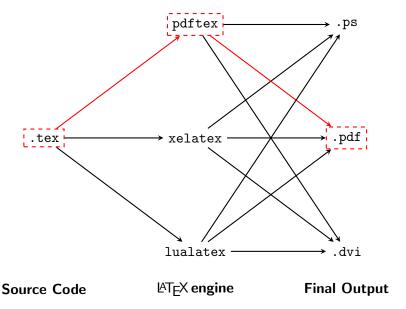
# What is LATEX?

- ► A type-setting system.
- ► An improvement over T<sub>E</sub>X.
- Not a WYSIWYG editor.
- Uses simple plaintext.
- ► LATEX provides the user with a set of pre-defined templates.

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### How do I use LATEX?

### There are multiple TEXengines:

► Knuth's T<sub>E</sub>X:

This is original TeXengine which serves as the lowest layer of LaTeX's software architecture.

pdftex:

This engine adds a bunch of primitives related to the PDF and DVI extension.

xetex: This engine provides better font support.

luatex:

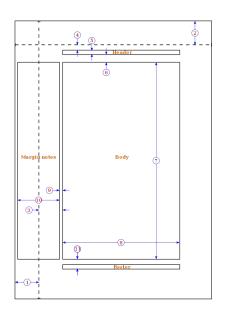
Originally, meant to replace pdftex, but, now moving in a very different direction. This engine also better font support (like, xelatex) through Lua code.

### Structure of LATEX source file.

```
\documentclass{article}
2
   \usepackage{hyperref}
4
   \title{A critical analysis of Naruto: the Manga}
   \author{Tejas Sanap}
   \begin{document}
8
            \maketitle
9
10
   \end{document}
11
```

# Page Geometry

- 8. \textwidth
- 11. \footskip



### **Environments**

Environments are used to format a bunch of text in LATEX documents instead of doing it in only one place.

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A few of the most common environments we see are:

- ▶ align.
- ▶ figure.
- equation.
- document.