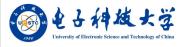
Beamer 实例

Examples for Beamer slides

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/ 自定义求解



求解如下方程

$$x^2 + y^2 = z^2$$

解:



求解如下方程

$$x^2 + y^2 = z^2$$

Solution:

Tips:

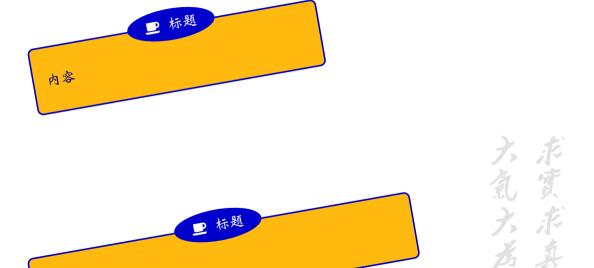
Note:

证明:









✓Awesome 字体表







"There is nothing new to be discovered in physics now. All that remains is more and more precise measurements"

... Lord Kelvin (1900)

我是一段话

$$\rho(\nu,T)d\nu = \frac{8\pi}{c^3} \frac{h\nu^3}{e^{h\nu/KT}-1} d\nu$$

ええず

内容加框 boxedminipage

≠Font feature test

- · Regular
- · Italic
- · SMALL CAPS
- Bold
- · Bold Italic
- BOLD SMALL CAPS
- Monospace
- · Monospace Italic
- Monospace Bold
- · Monospace Bold Italic



Columns and Lists

Items

- · Milk
- · Eggs
- Potatoes

Enumerations

- 1. First,
- 2. Second and
- 3. Last.

Descriptions

PowerPoint Meeh.

Beamer Yeeeha.



Table 1: Largest cities in the world (source: Wikipedia)

City	Population	
Mexico City	20,116,842	
Shanghai	19,210,000	
Peking	15,796,450	
Istanbul	14,160,467	

八氯六萬



$$e = \lim_{n \to \infty} \left(1 + \frac{1}{n} \right)^n$$





Three different block environments are pre-defined and may be styled with an optional background color.

Default Block content.

AlertBlock content.

Example Block content.

Default Block content.

Alert Block content.

Example Block content.

大龙

tikz for Figures

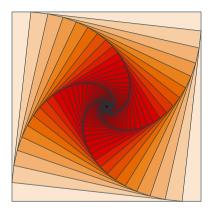
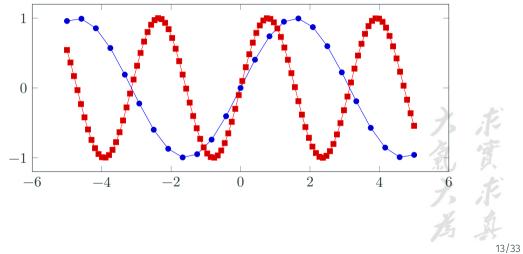
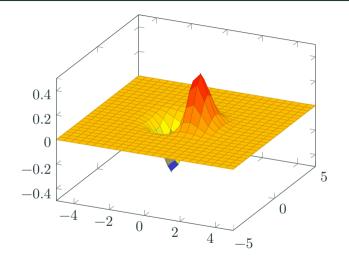


Figure 1: Rotated square from texample.net.

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∠Line plots





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Fermat's Last Theorem

Fermat's Last Theorem states that

$$x^n + y^n = z^n$$

has no non-zero integer solutions for x,y and z when n>2.





● 勾 X 定理:

直角三角形的斜边的平方等于两直角边的平方和。可以用符号语言表述为: 设直角三角形 ABC, 其中 $\angle C = 90^{\circ}$ 则有

$$AB^2 = BC^2 + AC^2 \int$$

Remark Sample text (2) オ え オ オ

大龙森



Important theorem Sample text in red box

六氯六為

exampleblock

Exampleblock

Sample text in green box. The title of the block is 'Examples'.

0 例 1:

Sample text in green box. The title of the block is 'Examples'.





Examples Sample text in green box. The title of the block is 'Examples'.



5.tcolorbox

This is tcolorbox

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♥Proof. 证明: This is a proof

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tcolorbox1

This is tcolorbox1 that I defined



∠ tcolorbox2

This is tcolorbox2 that I defined

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母 量子力学基本假设 1/5

量子力学基本假设 1/5

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≠tcbitemize

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xxx	ggg	AAA	Ägypten
Some con- tent.	Some con- tent.	Some con- tent.	Some con- tent.
Short title	This is a ver	This is a very very long title This title is clearly to long for this application	
First box	Second b	oox Th	nird box

╱ 选择题

- 一、单选题 (每题2分)
- 1、下列说法正确的是: ()
- A. 选项 A 的内容 B. 选项 B 的内容
- C. 选项 C 的内容 D. 选项 D 的内容
- 2、下列说法正确的是: ()
- A. 选项 A 的内容的内容的内容的内容的内容
- B. 选项 B 的内容
- C. 选项 C 的内容
- D. 选项 D 的内容

八氣六萬



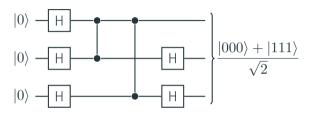
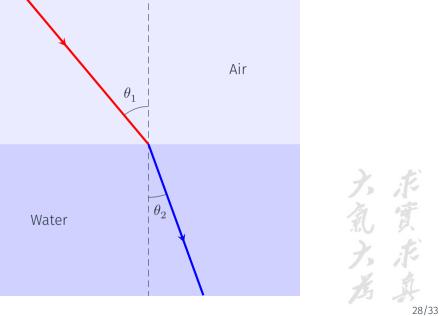
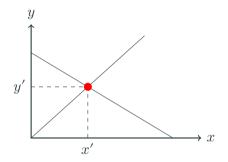


Figure 2: A quantum circuit for producing a GHZ state using Hadamard gates and controlled phase gates.



Intersecting lines



六氣六為

Rigid body dynamics

$$\vec{a}_p = \vec{a}_o + \frac{{}^b d^2}{dt^2} \vec{r} + \boxed{2 \vec{\omega}_{ib} \times \frac{{}^b d}{dt} \vec{r}} + \boxed{\vec{\alpha}_{ib} \times \vec{r}} + \boxed{\vec{\omega}_{ib} \times (\vec{\omega}_{ib} \times \vec{r})}$$

· Coriolis acceleration



Rigid body dynamics

$$\vec{a}_p = \vec{a}_o + \frac{{}^b d^2}{dt^2} \vec{r} + 2\vec{\omega}_{ib} \times \frac{{}^b d}{dt} \vec{r} + \vec{\alpha}_{ib} \times \vec{r} + \vec{\omega}_{ib} \times (\vec{\omega}_{ib} \times \vec{r})$$

- · Coriolis acceleration
- · Transversal acceleration

六氣六為

Rigid body dynamics

$$\vec{a}_p = \vec{a}_o + \frac{{}^b d^2}{dt^2} \vec{r} + 2 \vec{\omega}_{ib} \times \frac{{}^b d}{dt} \vec{r} + \vec{\alpha}_{ib} \times \vec{r} + \vec{\omega}_{ib} \times (\vec{\omega}_{ib} \times \vec{r})$$

- · Coriolis acceleration
- · Transversal acceleration
- · Centripetal acceleration

六氯六

You can create overlays...

- · using the **pause** command:
 - · First item.

六氯六為

You can create overlays...

- · using the **pause** command:
 - · First item.
 - · Second item.
- · using overlay specifications:

· using the general uncover command:

方氣方

- · using the **pause** command:
 - · First item.
 - · Second item.
- · using overlay specifications:
 - · First item.
- · using the general **uncover** command:



- · using the **pause** command:
 - · First item.
 - · Second item.
- · using overlay specifications:
 - · First item.
 - · Second item.
- · using the general **uncover** command:



- · using the **pause** command:
 - · First item.
 - · Second item.
- · using overlay specifications:
 - · First item.
 - · Second item.
- · using the general uncover command:
 - · First item.



- · using the **pause** command:
 - · First item.
 - · Second item.
- · using overlay specifications:
 - · First item.
 - · Second item.
- · using the general uncover command:
 - · First item.
 - · Second item.





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