

# Very short introduction to typesetting with L<sup>A</sup>T<sub>E</sub>X

## 1 Writing some text

Now I can just write whatever text I want. It doesn't matter if I start each sentence on a new line or not.

For making a paragraph I leave one blank line between sentences. With double backslashes I can control the spacing between paragraphs and the indentation of the first line.

## 2 Formulas and equations

Mathematical formulas can be used inline:  $a + b = c$ . Or they can be used in a math mode:

$$\sum_{i=1}^n a_i + b_i$$

Equations can be numbered:

$$\sum_{i=1}^n \frac{a_i}{b_i} \tag{1}$$

## 3 Creating tables

Several editors have wizards for creating tables. Using **tabular** environment enables to put the table in the exact location in the text. Wrapping it into **table** environment makes it into floating object that is automatically put into the most suitable place in the document. With **table** environment we can also add the caption to the table.

header1	header2	header3
item11	item12	item13
item21	item22	item23
item31	item32	item33

Table 1: This is the caption

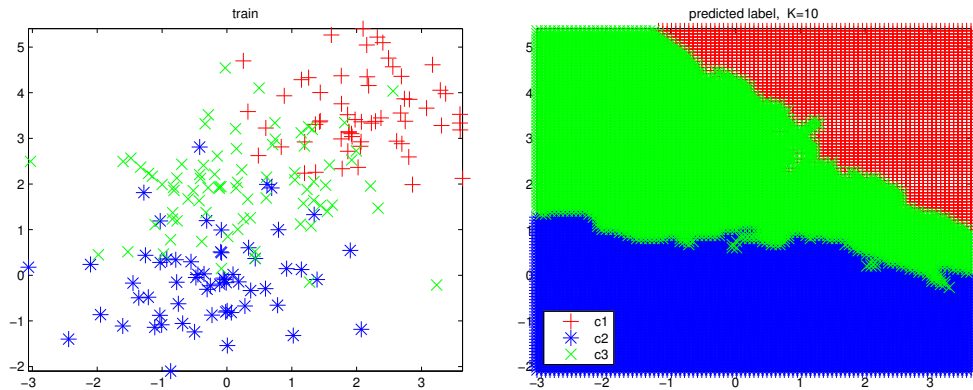


Figure 1: This is the caption of the figure

## 4 Inserting a figure

Images can be imported with the `includegraphics` command. Using `figure` environment makes it into floating object and allows to add captions. The picture files must be in the same folder or we must specify the full path to the files.

## 5 Writing pseudocode

For writing pseudocode we can use for example `algorithmic` package.

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**Algorithm 1** Calculate  $\sum_{i=1}^n x_i$

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```

total ← 0
for i = 1 to n do
    total = total + xi
end for

```

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