Title

Your First and Last name

date

1 Example of section

The following is an example of text. TEX is a computer program created by Donald E. Knuth. It is aimed at typesetting text and mathematical formulae. Knuth started writing the TEX typesetting engine in 1977 to explore the potential of the digital printing equipment that was beginning to infiltrate the publishing industry at that time, especially in the hope that he could reverse the trend of deteriorating typographical quality that he saw affecting his own books and articles.

TEX as we use it today was released in 1982, with some slight enhancements added in 1989 to better support 8-bit characters and multiple languages.

1.1 Example of subsection

TEX is renowned for being extremely stable, for running on many different kinds of computers, and for being virtually bug free. The version number of TEX is converging to $\pi + 3$ and is now at 6.141592653.

To publish something, authors give their typed manuscript to a publishing company. One of their book designers then decides the layout of the document (column width, fonts, space before and after headings, . . .). The book designer writes his instructions into the manuscript and then gives it to a typesetter, who typesets the book according to these instructions.

$$T = \int_X \phi(x) \otimes \phi(x) d\rho(x) \tag{1}$$

A human book designer tries to find out what the author had in mind while writing the manuscript. He decides on chapter headings, citations, examples, formulae, etc. based on his professional knowledge and from the contents of the manuscript.

In a LaTeX 2_ε environment, LaTeX 2_ε takes the role of the book designer and uses TEX as its typesetter. But LATEX is "only" a program and therefore needs more guidance.

The author has to provide additional information to describe the logical structure of his work. This information is written into the text as "LATEX commands."

This is quite different from the WYSIWYG[1] approach that most modern word processors, such as MS Word or LibreOffice, take. With these applica- tions, authors specify the document layout interactively while typing text into the computer. They can see on the screen how the final work will look when it is printed.

When using LATEX it is not normally possible to see the final output while typing the text, but the final output can be previewed on the screen after processing the file with L A TEX. Then corrections can be made before actually sending the document to the printer.
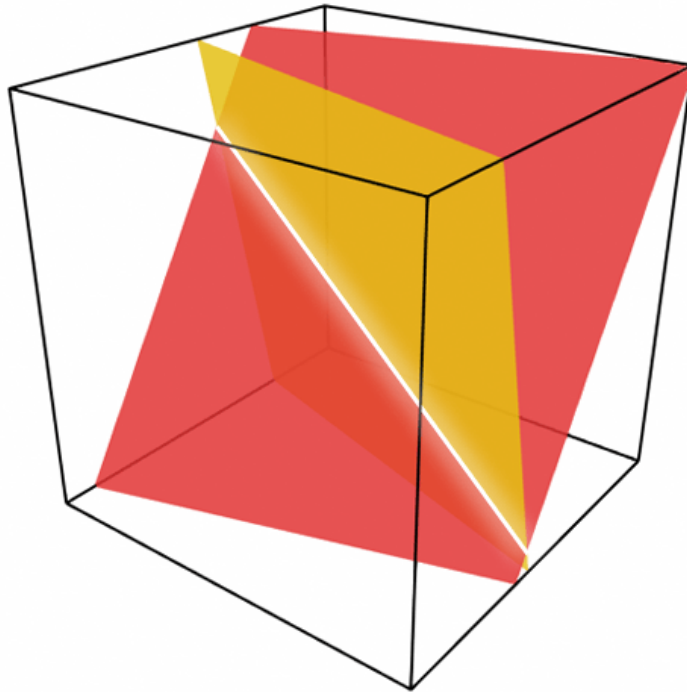
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[1] What you see is what you get

Figure 1: Example of image

Team	P	W	D	L	F	A	Pts
Manchester United	6	4	0	2	10	5	12
Celtic	6	3	0	3	8	9	9
Benfica	6	2	1	3	7	8	7
FC Copenhagen	6	2	1	3	5	8	7

Table 1: Example of table

1.2 Another subsection

Typographical design is a craft. Unskilled authors often commit serious formatting errors by assuming that book design is mostly a question of aesthetics—"If a document looks good artistically, it is well designed."

But as a document has to be read and not hung up in a picture gallery, the readability and understandability is much more important than the beautiful look of it. Examples:

1. The font size and the numbering of headings have to be chosen to make the structure of chapters and sections clear to the reader.

2. The line length has to be short enough not to strain the eyes of the reader, while long enough to fill the page beautifully.

With WYSIWYG systems, authors often generate aesthetically pleasing documents with very little or inconsistent structure. L A TEX prevents such formatting errors by forcing the author to declare the logical structure of his document. L A TEX then chooses the most suitable layout.