# Using $\square T_E X$ to Create Documents

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#### Abstract

This document extends a previous paper on creating  $LAT_EX$  documents. Examples are provided within the text of the paper, but the reader can also view the source code for further clarity. This paper was designed to create a web page version to post on the Internet.

#### 1 Introduction

LATEX is a text formatting program that is extensively used to produce scientific journals, textbooks, and many other publications. The software is able to take irregular blocks of text with embedded commands, and assemble a device independent file that can be displayed on a computer screen or sent to a printer.

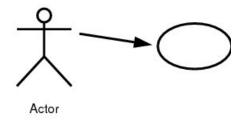


Figure 1: An actor and use case

symbols and even a separate tag for software's own name (\LaTeX). As of now, LATEX remains a standard for document presentation in many scientific communities.

### 2 Some LATEX Basics

There are some basic principles of  $\mathbb{E}T_{E}X$  that can help a person organize a research paper. These will be described in more detail in each subsection below with code examples for reference.

#### 2.1 Document Header or Preamble

Above is a figure exported from dia to eps, then converted to .jpg. Compilation is done with pdflatex. The original image from dia needed to be cropped using Gimp, and resaved as jpg. (The original image had a large amount of white space at the bottom) Here's a second

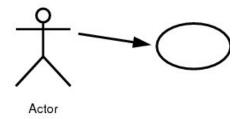


Figure 2: The SAME actor and use case

figure demonstration!

## References

- John December and Neil Randall, <u>The World Wide Web Unleashed</u>, Sams Publishing, 1994.
- Helmut Kopka and Patrick W. Daly, <u>A Guide to LATEX</u>, Addison-Wesley Publishing Co., Inc., 1993.
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- [4] Walker, Janice R. et al., "The Columbia Guide to Online Style", 1995.
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