

CSE 390Z: Mathematics for Computation Workshop

LaTeX About Me

Instructions

This assignment will allow you to practice some basics in LaTeX. The instructions below will help you get started. Note that while you are welcome to explore advanced features, we do not expect you to go beyond the basics in this assignment. Our goal is for you to spend between 1 and 2 hours.

- (a) Download the source file aboutme.tex by clicking [this link](#).
- (b) Using an editor like Overleaf, upload the aboutme.tex source file. Compile the PDF before making any changes.
Update: On Tuesday 10/11, we discovered that the original compiler we used to make this assignment is given you an error when you compile! We've posted instructions on ED for how to fix this, so please take a look at that and make sure you set your compiler to LuaLaTeX!
- (c) In the source file, lines marked with TODO indicate places you will add your LaTeX code. Follow the instructions in the TODO to complete each question. We recommend you compile your PDF often as you make changes to the source file. You may look up syntax and reference materials, including [these slides](#) and [this Overleaf documentation](#).
- (d) When you have completed the assignment, you will need to download the PDF to submit to Gradescope. Please note we will not award points for the assignment if we receive your source file (.tex) instead of PDF.

Rubric

The following rubric will be used to grade this assignment. Please make sure to review this before submitting your PDF to Gradescope!

Problem	Requirements for S
Introduction	Includes pronouns, preferred name, and class standing and writes 2 - 3 complete sentences.
Classes	Uses unordered (bullet) list for classes.
Five of my Favorite Things	Uses a numbered list and includes 5 items.
Symbol Practice	Includes 3 math symbols from the given link.
Table of Course Work	Includes a table with all 4 categories and their requirements.
Simplification Problem	Shows starting statement, at least 5 lines of work and final answer.
Java Code	Includes at least 5 lines of Java code in a LaTeX code environment.
Propositional Logic Symbols	Defines two atomic propositions and translates sentence to propositional logic.
Reflection	Answers reflection question.