

CSE 390Z: Mathematics for Computation Workshop

LaTeX About Me (due Monday, Oct 13)

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.
- (c) Make sure that your Overleaf compiler is set to LuaLaTeX. There are currently two versions of the Overleaf interface.
If you have a menu button in the top left corner: Click on the Menu button, and change the Compiler dropdown field to LuaLaTeX.
If you do not have a menu button in the top left corner: Click on the gear icon in the bottom left-hand corner, click Compiler in the menu that pops up on the left, and select LuaLaTeX in the Compiler dropdown menu.
- (d) Compile the PDF before making any changes.
- (e) 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](#).
- (f) 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.
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.