Akademia Górniczo-Hutnicza
im. Stanisława Staszica w Krakowie

AGH University of Krakow

Beamer theme AGH

Sample presentation

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Information

$\Longleftarrow$ The current value of   The current value of $\Longrightarrow$
$\Longleftarrow$ the left margin size   the right margin size $\Longrightarrow$
$\Longleftarrow$ is 43.80011pt   is 43.80011pt$\Longrightarrow$

You can change them with the 'margins' parameter —
`\usetheme[margins=...]{AGH}`

Part I

Examples

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1. Basic elements

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Outline

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Outline

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Itemize

- Item 1
- Item 2
- Item 3

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Itemize

- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1

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Itemize

- Item 1
- Item 2
- Item 3

Uncovering one by one
- Item 1
- Item 2

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Itemize

- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1
- Item 2
- Item 3

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Enumerate

1. Item 1
2. Item 2
3. Item 3

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Enumerate

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1. Item 1
2. Item 2
3. Item 3

Uncovering elements in turn with simultaneous highlighting

1. Item 1

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Enumerate

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1. Item 1
2. Item 2
3. Item 3

Uncovering elements in turn with simultaneous highlighting

1. Item 1
2. Item 2

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Enumerate

1. Item 1
2. Item 2
3. Item 3

Uncovering elements in turn with simultaneous highlighting

1. Item 1
2. Item 2
3. Item 3

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Basic blocks

Definition

A set consists of elements.

Example

The set $\{1, 2, 3, 5\}$ has four elements.

Wrong Theorem

$1 = 2$.

Math environments

Theorems

Theorem (Pythagorean)

$a^2 + b^2 = c^2$

. . .

Definition
. . .

Proofs

Proof.

. . . $\square$

Dynamic mathematical formula

$$\binom{n}{k} =$$

Dynamic mathematical formula

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$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

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Drawing on the slide

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Every fraction consists of:

$$a = \frac{x + y}{y - z}$$

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Drawing on the slide

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Every fraction consists of:

- Numerator

$$a = \frac{x + y}{y - z}$$

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Every fraction consists of:

- Numerator

- Denominator

$$a = \frac{x + y}{y - z}$$

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Using the 'listings' environment

```
1 /* The first program in C++ */
```

Using the 'listings' environment

```
1  /* The first   program  in C++ */
2  #include <iostream>
```

Using the 'listings' environment

```cpp
/* The first program in C++ */
#include <iostream>
using namespace std;
```

Using the 'listings' environment

```
1  /* The first   program in C++ */
2  #include <iostream>
3  using namespace std;
4  void main()
5  {

7  }
```

Using the 'listings' environment

```cpp
/* The first  program in C++ */
#include <iostream>
using namespace std;
void main()
{
  cout
}
```

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Using the 'listings' environment

```
1  /* The first  program in C++ */
2  #include <iostream>
3  using namespace std;
4  void main()
5  {
6     cout  << "Hello World!"
7  }
```

Using the 'listings' environment

```cpp
/* The first  program in C++ */
#include <iostream>
using namespace std;
void main()
{
   cout  << "Hello World!" << endl;
}
```

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Using the 'minted' environment

```
1   /* The first  program in C++ */
```

Using the 'minted' environment

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```
1  /* The first   program in C++ */
2  #include  <iostream>
```

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Using the 'minted' environment

```cpp
1  /* The first  program in C++ */
2  #include <iostream>
3  using namespace std;
```

Using the 'minted' environment

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/* The first  program in C++ */
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Using the 'minted' environment

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Using the 'minted' environment

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Part II

Appendix

Information

The current version of the template is available at
https://github.com/polaksta/LaTeX/tree/master/beamerthemeAGH

Bibliography I

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