MATH 108—WRITING ASSIGNMENT 01

Due: Saturday September 2, by 5PM

1. Only one "problem" to do this week...

- (a) Go to www.sharelatex.com and sign up for a (free) account.
- (b) Make sure you are logged in to ShareLaTeX; then go here to get a LATEX template:

https://www.sharelatex.com/project/54bea727838dbf4542f54fb7

- (c) Click on the menu icon \equiv (upper-left corner); select "Copy Project"
- (d) When prompted for a name, choose something like "Math 108 Assignment 01" and click "Copy"
- (e) When this completes you will be back in your own workspace (instead of mine). The $\square T_E X$ source code is on the left-hand side, and the pdf output is on the right. Look over the $\square T_E X$ code. Much of it may seem mysterious right now, but some of it will make sense.
- (f) Edit the LAT_EX code (on the left) so that (1) the course name reads "Math 108," and (2) you are the author. Press the recompile button C Recompile if you are impatient like me.
- (g) Delete the silly narrative that I have written in the body of the LATEX code, and replace it with the following:

Hi Josh, it's $\langle insert name \rangle$. Did you know that $\langle insert super interesting story about yourself \rangle$?" Oh, and I've thought a lot about how I approach mathematics, and I wanted to let you know that I think I'm strongest at $\langle insert skill you have that you believe will help you crush this course \rangle$. I probably should also mention that I have a lot of room for improvement when it comes to $\langle insert "mathematical" skill that you really need to work on \rangle$. Let me end by saying that I'm really $\langle insert feeling \rangle$ about this course!

Press the recompile button, and make sure that the pdf looks beautiful.

- (h) Click on the download pdf button 📩 (second one to the right of the recompile button).
- (i) Email the downloaded (beautiful!) pdf to me at joshua.wiscons@csus.edu

Make sure to write in complete sentences and use correct punctuation. Please be thoughtful in your responses.