# A 5-Minute Tour of Beamer's Simplest Features 

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## Outline



## A Question from Grade School

(Illustrating BEAMER's $\backslash$ pause command.)

A couple of years ago, a fifth-grade teacher asked me to explain to her the reasoning behind the "invert and multiply" rule for dividing fractions, e.g.

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Let's try to find answers understandable by fifth graders (at least the more patient ones).

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If we give $1 / 3$ of a cookie to each person, how many people can we feed with 1 cookie?
Obviously, the answer is 3 .
So we've derived the "invert and multiply" rule in a special case:

$$
1 \div \frac{1}{3}=3
$$

## Cookie Approach

But what if we give $2 / 3$ of a cookie, not $1 / 3$, to each person?
We're giving $2 \times$ as much per person.
So we can feed only $1 / 2$ as many people. So we feed $\frac{1}{2} \times 3=\frac{3}{2}$. ${ }^{1}$
So we've derived the "invert and multiply" rule in another case:

$$
1 \div \frac{2}{3}=\frac{3}{2}
$$

${ }^{1}$ One person gets only a half share.

## Cookie Approach

Now, suppose we have only $4 / 5$ of a cookie.
Then we can feed only $4 / 5$ as many people, i.e.

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## Cookie Approach

Now, suppose we have only $4 / 5$ of a cookie.
Then we can feed only $4 / 5$ as many people, i.e.

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So we've derived the "invert and multiply" rule in the general case:

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\frac{4}{5} \div \frac{2}{3}=\frac{4}{5} \times \frac{3}{2}
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## A Geometry Proof

(Illustrating BEAMER's \uncover command.)

Theorem
The angles in a triangle sum to $180^{\circ}$.

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Plan: Extend $A C$ past $C$ to $D$. Draw CE parallel to $A B$.

Proof.

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3. $z+u+v=180^{\circ}$

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1. $u=y$
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3. $z+u+v=180^{\circ} \quad A C D$ is a straight line.

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1. $u=y$
2. $v=x$
3. $z+u+v=180^{\circ}$
4. $z+y+x=180^{\circ}$

Alternate angles of a transveral. Consecutive interior angles of a transveral ACD is a straight line.

Proof.

1. $u=y$
2. $v=x$
3. $z+u+v=180^{\circ}$
4. $z+y+x=180^{\circ}$

Alternate angles of a transveral.
Consecutive interior angles of a transveral ACD is a straight line.
Substitution from Steps 1 and 2.

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- Advanced example: http://latex-beamer. sourceforge.net/beamerexample1.pdf.

