Introduction to Computer Programming
Lecture 1: First Steps with SCRATCH

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Introduction

- Your introduction goes here!
- Use `itemize` to organize your main points.

Examples

Some examples of commonly used commands and features are included, to help you get started.

Tables and Figures

- Use `tabular` for basic tables — see Table 1, for example.
- You can upload a figure (JPEG, PNG or PDF) using the files menu.
- To include it in your document, use the `includegraphics` command (see the comment below in the source code).

Item	Quantity
Widgets	42
Gadgets	13

Table 1 : An example table.

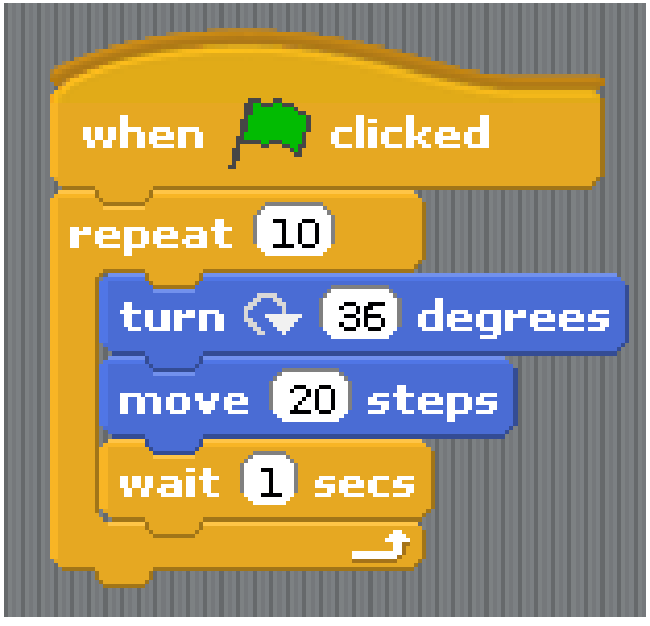
Readable Mathematics

Let $X_1, X_2, \ldots, X_n$ be a sequence of independent and identically distributed random variables with $\mathrm{E}[X_i] = \mu$ and $\mathrm{Var}[X_i] = \sigma^2 < \infty$, and let

$$S_n = \frac{X_1 + X_2 + \cdots + X_n}{n} = \frac{1}{n} \sum_{i}^{n} X_i$$

denote their mean. Then as n approaches infinity, the random variables $\sqrt{n}(S_n - \mu)$ converge in distribution to a normal $\mathcal{N}(0, \sigma^2)$.

Eddie shows two columns technique



- This is cleanest way of putting text beside pictures.

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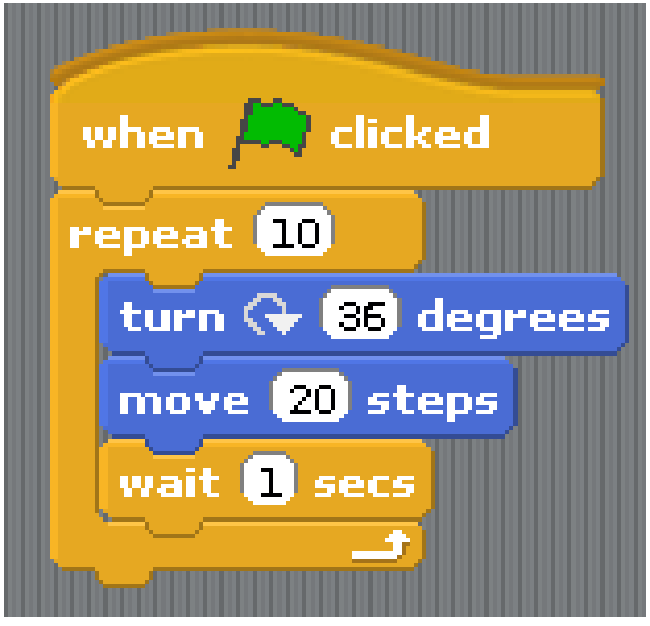

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- Also illustrating `pause` for reveals — I use this only sparingly

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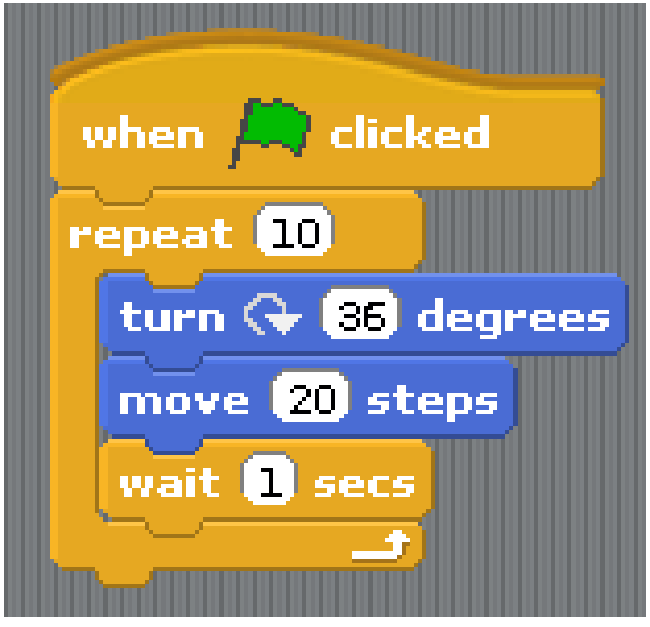

- This is cleanest way of putting text beside pictures.
- Also illustrating pause for reveals — I use this only sparingly
- We need a convention on scaling of included SCRATCH graphics. Here: source image obtained by screen grabbing from desktop SCRATCH 1.4. Hopefully this is consistent across OS etc.!
- The scaling here is mega-generous - for consideration.