

# Tables and Images in L<sup>A</sup>T<sub>E</sub>X Documents

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## 1 Tables

When you need to put a table in your document, you should let the L<sup>A</sup>T<sub>E</sub>X engine figure out where to “float” your table. To do this wrap the `tabular` environment in a `table` environment, to get something like so:

S.&P. 500	Dow	Nasdaq
1,671.71	15,063.12	3,706.18
+16.54	+140.62	+46.17
+1.00%	+0.94%	+1.26%

Table 1: Today’s stock data

The `tabular` environment is simply a container for the data of your table. The `table` environment turns it into a floating body, which is simply a way to refer to a document element that can’t be split up over pages. See the “Not So Short Introduction to L<sup>A</sup>T<sub>E</sub>X2e” for details.

These environments come with stock L<sup>A</sup>T<sub>E</sub>X, no need to use any additional packages. When you wrap a `tabular` environment in a `table` environment it allows you to add a `label` so that you can refer back to the table via a `ref`. For example the preceding table is table 1. See the accompanying source code of this document for details.

## 2 Images and Figures

If you want to put images into your document, then you will need to have the following in the preamble of your document.

```
\usepackage{graphicx}
```

Recall that when you install  $\text{\LaTeX}$ , you actually install a whole suite of programs which are capable of transforming  $\text{\LaTeX}$  source documents into a variety of formats such as: PDF, PostScript, DVI, and other formats. Each of these document types have restrictions on types of images they can contain.



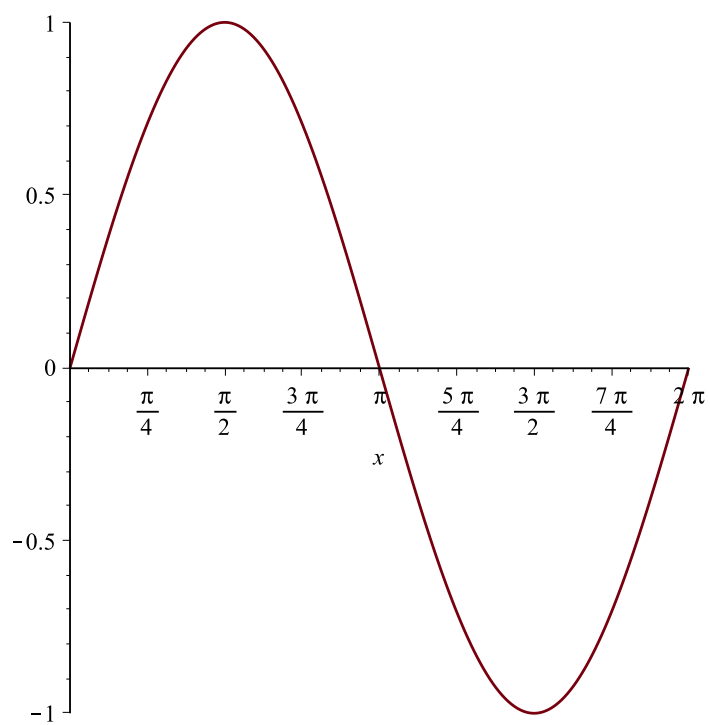


Figure 1: The graph of  $f(x) = \sin(x)$ .