

1 A small test of the wrapfig package

\LaTeX provides three models for the placement of graphics, in line, displayed, or floating. None of these models allows text to flow around a graphics. The wrapfig package adds functionality which allows text to flow around graphics. There is not an interface to the wrapfig package in SW, but encapsulated TeX fields around an in line graphics object can provide the necessary instructions to \LaTeX . See a sample below. The first TeX field contains `\begin{wrapfigure}{i}{0in}` which starts the area around which text will wrap, specifies that the graphics should be on the inside margin when a twoside typesetting style is used, and uses the actual width of the graphics as the width to wrap text around. You can change `{0in}` to a specific value to control the wrap width. The second TeX field contains a caption; it can be omitted if you do not want the graphics automatically numbered and labeled. The third TeX field contains `\end{wrapfigure}` which ends the area around which text will wrap. The documentation for the wrapfig package can be found at the end of the package file, wrapfig.sty, that you can find in the directory `TCITeX\TeX\latex\contrib\misc`.

Here we cross refer to the graphic in Fig.1.

The rest of this document contains some sample text taken from The Mythical Man-Month by Frederick P. Brooks, Jr.

Why is programming fun? What delights may its practitioner expect as his reward?

First is the sheer joy of making things. As the child delights in his mud pie, so the adult enjoys building things, especially things of his own design. I think this delight must be an image of God's delight in making things, a delight shown in the distinctness and newness of each leaf and each snowflake.

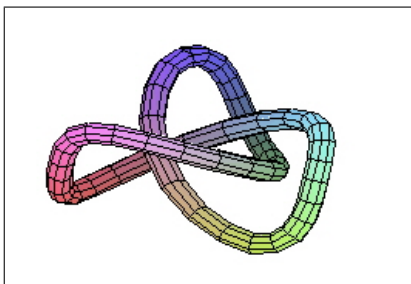


Figure 1: A sample 3D plot.

Second is the pleasure of making things that are useful to other people. Deep within, we want others to use our work and to find it helpful. In this respect the programming system is not essentially different from the child's first clay pencil holder "for Daddy's office."

Third is the fascination of fashioning complex puzzle-like objects of interlocking moving parts and watching them work in subtle cycles, playing out the consequences of principles built in from the beginning. The programmed computer has all the fascination of the pinball machine or the jukebox mechanism, carried to the ultimate.

Fourth is the joy of always learning, which springs from the nonrepeating nature of the task. In one way or another the problem is ever new, and its solver learns something: sometimes practical, sometimes theoretical, and sometimes both.

Finally, there is the delight of working in such a tractable medium. The programmer, like the poet, works only slightly removed from pure thought-stuff. He builds his castles in the air from air, creating by exertion of the imagination.