First of all, here comes the examples from the float package, the rotated versions of these will follow on the next pages:

Program 0.1 The first program. This hasn't got anything to do with the style but is included as an example. Note the `ruled` float style.

```
#include <stdio.h>

int main(int argc, char **argv)
{
        int i;
        for (i = 0; i < argc; ++i)
                printf("argv[%d] = %s\n", i, argv[i]);
        return 0;
}
```

```
\floatstyle{ruled}
\newfloat{Program}{tbp}{lop}[section]
... loads o' stuff ...
\begin{Program}
\begin{verbatim}
... program text ...
\end{verbatim}
\caption{... caption ...}
\end{Program}
```

Example 0.1: This is another silly floating Example.

n	$\binom{n}{0}$	$\binom{n}{1}$	$\binom{n}{2}$	$\binom{n}{3}$	$\binom{n}{4}$	$\binom{n}{5}$	$\binom{n}{6}$	$\binom{n}{7}$
0	1							
1	1	1						
2	1	2	1					
3	1	3	3	1				
4	1	4	6	4	1			
5	1	5	10	10	5	1		
6	1	6	15	20	15	6	1	
7	1	7	21	35	35	21	7	1

Table 1: Pascal's triangle. This is a re-styled LaTeX `table`.

Program 0.2 The first program. This hasn't got anything to do with the style but is included as an example. Note the `ruled` float style.

```
#include <stdio.h>

int main(int argc, char **argv)
{
        int i;
        for (i = 0; i < argc; ++i)
                printf("argv[%d] = %s\n", i, argv[i]);
        return 0;
}
```

```
\floatstyle{ruled}
\newfloat{Program}{tbp}{lop}[section]
... loads o' stuff ...
\begin{Program}
\begin{verbatim}
... program text ...
\end{verbatim}
\caption{... caption ...}
\end{Program}
```

Example 0.2: This is another silly floating Example.

n	$\binom{n}{0}$	$\binom{n}{1}$	$\binom{n}{2}$	$\binom{n}{3}$	$\binom{n}{4}$	$\binom{n}{5}$	$\binom{n}{6}$	$\binom{n}{7}$
0	1							
1	1	1						
2	1	2	1					
3	1	3	3	1				
4	1	4	6	4	1			
5	1	5	10	10	5	1		
6	1	6	15	20	15	6	1	
7	1	7	21	35	35	21	7	1

Table 2: Pascal's triangle. This is a re-styled LaTeX `table`.