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- Typically, mathematical equations should be kept to a minimum, and not be used unless they are vital to the presentation. Articles intended to instruct in a mathematical area should be presented at a level comprehensible to readers with appropriate backgrounds, and the

appropriate background should be carefully delineated in the introductory section of the article.

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As an example, a tutorial may have the title "Developing Communications Applications using C++." Such an article may have the objective of having the reader understand how C++ is appropriately used, possibly illustrating philosophical differences between object-oriented and procedural programming and explaining the role of class libraries in developing good programs. Code sections that illustrate concepts might be given. Such an article might contribute significantly to the quality of programs that might be developed by practitioners in the communications field, especially novices. The article might also help those using some other language to decide whether to make the change to C++.

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As an example, the article "A survey of markup languages" might discuss a number of markup languages, such as WML, XML, HTML, CHTML, and voiceXML. The article might define the term "markup language" and describe some general features and objectives by way of introduction. The article might then provide a time-line of events leading to the advent of markup languages, citing major milestones and breakthroughs. From there, the article might describe the markup languages in chronological order, showing how previous languages developed from previous ones through liberal citations to the literature. The article might conclude by giving the author's well-thought-out opinions on the future.

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