

# The codedescribe and codelisting Packages

## Version 1.0

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### Abstract

This documentation package is designed to be ‘as class independent as possible’, depending only on *expl3*, *scontents* and *listing*. Unlike other packages of the kind, a minimal set of macros/commands/environments is defined: most/all defined commands have an ‘object type’ as a *keyval* parameter, allowing for an easy expansion mechanism (instead of the usual ‘one set of macros/environments’ for each object type).

No assumption about page layout is made (besides ‘having a marginpar’), or underlying macros, so that it can be used with any document class.

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## 1 Introduction

This package aims to document both **Document** level (i.e. final user) commands, as well **Package/Class** level commands. It’s fully implemented using *expl3* syntax and structures, in special *l3coffins*, *l3seq* and *l3keys*. Besides those *scontents* and *listing* packages are used to typeset code snippets.

No other package/class is needed, any class can be used as the base one, which allows to demonstrate the documented commands with any desired layout.

*codelisting* defines a few macros to display and demonstrate L<sup>A</sup>T<sub>E</sub>X code (using *listings* and *scontents*), whilst *codedescribe* defines a series of macros to display/enumerate macros and environments (somewhat resembling the *doc3* style).

### 1.1 Single versus Multi-column Classes

This package ‘can’ be used with multi-column classes, given that the `\linewidth` and `\columnsep` are defined appropriately. `\linewidth` shall defaults to text/column real width, whilst `\columnsep`, if needed (2 or more columns) shall be greater than `\marginparwidth` plus `\marginparsep`.

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\*<https://github.com/alceu-frigeri/codedescribe>

## 1.2 Current Version

This doc regards to *codedescribe* version 1.0 and *codelisting* version 1.0. Those two packages are fairly stable, and given the `<obj-type>` mechanism (see below, 3.2) it can be easily extended without changing it's interface.

## 2 codelisting Package

It requires two packages: *listings* and *scontents*, defines an environment: *codestore* and 2 main commands: `\tscode` and `\tsdemo` and 1 auxiliary command: `\setcodekeys`.

### 2.1 In Memory Code Storage

Thanks to *scontents* (*expl3* based) it's possible to store L<sup>A</sup>T<sub>E</sub>X code snippets in a *expl3* key.

```
codestore \begin{codestore} [stcontents-keys]  
          \end{codestore}
```

This environment is an alias to *scontents* environment (from *scontents* package), all *scontents* keys are valid, with two additional ones: *st* and *store-at* which are aliases to the *store-env* key. If an 'isolated' *<st-name>* is given (unknown *key*), it is assumed 'by Default' that the environment body shall be stored in it (for use with `\tscode` and `\tsdemo`).

### 2.2 Code Display/Demo

---

```
\tscode* \tscode* [code-keys] {st-name}  
\tsdemo* \tsdemo* [code-keys] {st-name}
```

`\tscode` just typesets *<st-name>* (the key-name created with *stcode*), in verbatim mode with syntax highlight. The non-star version centers it and use just half of the base line. The star version uses the full text width.

`\tsdemo*` first typesets *<st-name>*, as above, then it *executes* said code. The non-start versions place them side-by-side, whilst the star versions places one following the other.

For Example:

L<sup>A</sup>T<sub>E</sub>X Code:

```

\begin{codestore}[stmeta]
  Some \LaTeX~coding, for example: \ldots.
\end{codestore}

```

This will just typesets `\tsobj[key]{stmeta}`:

```

\tscode*[codeprefix={Sample Code:}] {stmeta}

```

and this will demonstrate it, side by side with source code:

```

\tsdemo[numbers=left,ruleht=0.5,
  codeprefix={inner sample code},
  resultprefix={inner sample result}] {stmeta}

```

L<sup>A</sup>T<sub>E</sub>X Result:

This will just typesets `stmeta`:

Sample Code:

```

Some \LaTeX~coding, for example: \ldots.

```

and this will demonstrate it, side by side with source code:

inner sample code

inner sample result

<pre> 1   Some \LaTeX~coding, for example: \ldots. 2 </pre>	<pre> Some L<sup>A</sup>T<sub>E</sub>X coding, for example: .... </pre>
---	---

---

`\setcodekeys` `\setcodekeys {⟨code-keys⟩}`

Instead of setting/defining `⟨code-keys⟩` per `\tscode`/`\tsdemo` call, one can set those *globally*, better said, *in the called context group* .

**N.B.:** All `\tscode` and `\tsdemo` commands create a local group in which the `⟨code-keys⟩` are defined, and discarded once said local group is closed. `\setcodekeys` defines those keys in the *current* context/group.

### 2.2.1 Code Keys

Using a `key=value` syntax, one can fine tune *listings* syntax highlight.

---

```

settexcs  settexcs, settexcs2 and settexcs3
texcs     texcs, texcs2 and texcs3
texcsstyle  texcsstyle, texcs2style and texcs3style

```

Those define sets of L<sup>A</sup>T<sub>E</sub>X commands (csnames), the *set* variants initialize/redefine those sets (an empty list, clears the set), while the others extend those sets. The *style* ones redefines the command display style (an empty `⟨value⟩` resets the style to it's default).

---

```

setkeywd  setkeywd, setkeywd2 and setkeywd3
keywd     keywd, keywd2 and keywd3
keywdstyle  keywdstyle, keywd2style and keywd3style

```

Same for other *keywords* sets.

---

`setemph` `setemph`, `setemph2` and `setemph3`  
`emph` `emph`, `emph2` and `emph3`  
`emphstyle` `emphstyle`, `emph2style` and `emph3style`

for some extra emphasis sets.

---

`numbers` `numbers` and `numberstyle`  
`numberstyle`

`numbers` possible values are `none` (default) and `left` (to add tiny numbers to the left of the listing). With `numberstyle` one can redefine the numbering style.

---

`stringstyle` `stringstyle` and `commentstyle`  
`codestyle`

to redefine `strings` and `comments` formatting style.

---

`bckgndcolor` `bckgndcolor`

to change the listing background's color.

---

`codeprefix` `codeprefix` and `resultprefix`  
`resultprefix`

those set the `codeprefix` (default: `LATEX Code:`) and `resultprefix` (default: `LATEX Result:`)

---

`parindent` `parindent`

Sets the indentation to be used when 'demonstrating' `LATEX 2εcode` (`\tsdemo`). Defaults to whatever value `\parindent` was when the package was first loaded.

---

`ruleht` `ruleht`

When typesetting the 'code demo' (`\tsdemo`) a set of rules is drawn. The Default, 1, equals to `\arrayrulewidth` (usually 0.4pt).

## 3 codedescribe Package

This package aims at minimizing the number of commands, having the object kind (if a macro, or a function, or environment, or variable, or key ...) as a parameter, allowing for a simple 'extension mechanism': other object types can be easily introduced without having to change, or add commands.

### 3.1 Package Options

It has a single package option:

`nolisting` it will suppress the `codelisting` package load. In case it's not necessary or one wants to use a different package for `LATEX` code listing.

### 3.2 <obj-type> keys

The current known Object Types (keys) are:

- `meta` for a 'general' case,
- `arg`, `marg`, `oarg`, `parg` and `xarg` for commands/functions arguments,
- `code`, `macro` and `function` for macros in general,

- `syntax` to describe/typeset code syntax,
- `key`, `keys`, `keyval`, `value` and `defaultval` to list keys, values, etc.,
- `option` for package/macros options,
- `env` for environments,
- `pkg` and `pack` for packages.

The format's defaults can be changed with `\setcodefmt`

---

`\setcodefmt` `\setcodefmt`  $\langle\text{fmt-keys}\rangle$

$\langle\text{fmt-keys}\rangle$  are basically the same as above:

- To change default colors: (note each group defines a single entry/alias)
  - `meta`, `marg` or `arg` ,
  - `oarg`, `parg` or `xarg` ,
  - `code`, `macro` or `function` ,
  - `syntax` ,
  - `key`, `keys`, `keyval` or `value` ,
  - `defaultval` ,
  - `option` ,
  - `env` ,
  - `pkg` or `pack` ,
  - `allcolors` to set all colors at once, single value.
- others
  - `font` to change font (default: `\ttfamily`)
  - `fontsize` to change size (default: `\small`)
  - `fontshape` to change the used 'slshape' (default: `\slshape`)

### 3.3 Environments

---

`codedescribe` `\begin{codedescribe}`  $\langle\text{obj-type}\rangle$   $\langle\text{csv-list}\rangle$   
`new: 2023/05/01` `...`  
`update: 2023/05/1` `\end{codedescribe}`  
*NB: this is an example*

---

This is the main environment to describe *Macros*, *Functions*, *Variable*, *Environments* and *etc.*  $\langle\text{csv-list}\rangle$  is typeset in the margin. The optional  $\langle\text{obj-type}\rangle$  defines the object-type format.

**Note:** One can change the rule color with the key `rulecolor`, for instance `\begin{codedescribe}[rulecolor=white]` will remove the rules.

**Note:** Besides that, one can use the keys `new`, `update` and `note` to further customize it as: `\begin{codedescribe}[new=2023/05/01,update=2023/05/1,note={this is an example}]`

---

`codesyntax` `\begin{codesyntax}`

---

The `codesyntax` environment sets the fontsize and activates `\obeylines`, `\obeyspaces`, so one can list macros/cmds/keys use, one per line.

**Note:** `codesyntax` environment shall appear only once, inside of a `codedescribe` environment. Take note, as well, this is not a verbatim environment!

For example, the code for `codedescribe` (entry above) is:

L<sup>A</sup>T<sub>E</sub>X Code:

```
\begin{codesdescribe}[env,new=2023/05/01,update=2023/05/1,note={this is an example}]{codesdescribe}
  \begin{codesyntax}
    \tmacro{\begin{codesdescribe}}{obj-type}{csv-list}
    \ldots
    \tmacro{\end{codesdescribe}}{}
  \end{codesyntax}
  This is the main ...
\end{codesdescribe}
```

```
describelist \begin{describelist} [⟨item-indent⟩] {⟨obj-type⟩}
describelist* ..\describe {⟨item-name⟩} {⟨item-description⟩}
                ..\describe {⟨item-name⟩} {⟨item-description⟩}
                ...
                \end{describelist}
```

This sets a *description* like 'list'. In the non-star version the  $\langle$ items-name $\rangle$  will be typeset on the marginpar. In the star version,  $\langle$ item-description $\rangle$  will be indented by  $\langle$ item-indent $\rangle$  (defaults to: 20mm).  $\langle$ obj-type $\rangle$  defines the object-type format used to typeset  $\langle$ item-name $\rangle$ .

```
\describe \describe {⟨item-name⟩} {⟨item-description⟩}
```

This is the *describelist* companion macro. In case of the *describe\**,  $\langle$ item-name $\rangle$  will be typeset in a box  $\langle$ item-indent $\rangle$  wide, so that  $\langle$ item-description $\rangle$  will be fully indented, otherwise  $\langle$ item-name $\rangle$  will be typed in the marginpar.

### 3.4 Commands

```
\typesetobj \typesetobj [⟨obj-type⟩] {⟨csv-list⟩}
\tsobj \tsobj [⟨obj-type⟩] {⟨csv-list⟩}
```

It can be used to typeset a single 'object' or a list thereof. In the case of a list, each term will be separated by commas. The last two by *sep* (defaults to: and).

**Note:** One can change the last 'separator' with the key *sep*, for instance `\tsobj [env,sep=or] {}` (in case one wants to produce an 'or' list of environments). Additionally, one can use the key *comma* to change the last separator to a single comma, like `\tsobj [env,comma] {}`.

```
\typesetargs \typesetargs [⟨obj-type⟩] {⟨csv-list⟩}
\tsargs \tsargs [⟨obj-type⟩] {⟨csv-list⟩}
```

Those will typeset  $\langle$ csv-list $\rangle$  as a list of parameters, like  $[\langle$ arg1 $\rangle] [\langle$ arg2 $\rangle] [\langle$ arg3 $\rangle]$ , or  $\{\langle$ arg1 $\rangle\} \{\langle$ arg2 $\rangle\} \{\langle$ arg3 $\rangle\}$ , etc.  $\langle$ obj-type $\rangle$  defines the formatting AND kind of braces used:  $\square$  for optional arguments (oarg),  $\updownarrow$  for mandatory arguments (marg), and so on.

```
\typesetmacro \typesetmacro {⟨macro-list⟩} [⟨oargs-list⟩] {⟨margs-list⟩}
\tmacro \tmacro {⟨macro-list⟩} [⟨oargs-list⟩] {⟨margs-list⟩}
```

This is just a short-cut for

```
\tsobj[code]{macro-list} \tsargs[oarg]{oargs-list} \tsargs[marg]{margs-list}.
```

```
\typesetmeta \typesetmeta {⟨name⟩}
\tmeta \tmeta {⟨name⟩}
```

Those will just typeset  $\langle$ name $\rangle$  between left/right 'angles' (no other formatting).

<u>\typesetverb</u>	<code>\typesetverb [(obj-type)] {&lt;verbatim text&gt;}</code>
<u>\tsverb</u>	<code>\tsverb [(obj-type)] {&lt;verbatim text&gt;}</code>

Typesets <verbatim text> as is (verbatim...). <obj-type> defines the used format.

<u>\typesetmarginnote</u>	<code>\typesetmarginnote {&lt;note&gt;}</code>
<u>\tsmarginnote</u>	<code>\tsmarginnote {&lt;note&gt;}</code>

Typesets a small note at the margin.

<u>tsremark</u>	<code>\begin{tsremark}[NB]</code>
	<code>\end{tsremark}</code>

The environment body will be typeset as a text note. <NB> (defaults to Note:) is the note begin (in boldface). For instance:

LaTeX Code:

```
Sample text. Sample test.
\begin{tsremark}[N.B.]
  This is an example.
\end{tsremark}
```

LaTeX Result:

```
Sample text. Sample test.
N.B. This is an example.
```

### 3.5 Auxiliar Command / Environment

In case the used Document Class redefines the `\maketitle` command and/or `abstract` environment, alternatives are provided (based on the article class).

<u>typesettitle</u>	<code>\typesettitle {&lt;title-keys&gt;}</code>
<u>tstitle</u>	<code>\tstitle {&lt;title-keys&gt;}</code>

This is based on the `\maketitle` from the `article` class. The <title-keys> are:

*title* The used title.

*author* Author's name. It's possible to use `\footnote` command in it.

*date* Title's date.

<u>tsabstract</u>	<code>\begin{tsabstract}</code>
	<code>...</code>
	<code>\end{tsabstract}</code>

This is the `abstract` environment from the `article` class.