

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^AT_EX 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`.

*<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^AT_EX 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^AT_EX 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^AT_EX 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

1 Some \LaTeX~coding, for example: \ldots.	Some L ^A T _E X coding, for example:
2	

`\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.

<code>settexcs</code>	<code>settexcs, settexcs2 and settexcs3</code>
<code>texcs</code>	<code>texcs, texcs2 and texcs3</code>
<code>texcsstyle</code>	<code>texcsstyle, texcs2style and texcs3style</code>

Those define sets of L^AT_EX 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).

<code>setkeywd</code>	<code>setkeywd, setkeywd2 and setkeywd3</code>
<code>keywd</code>	<code>keywd, keywd2 and keywd3</code>
<code>keywdstyle</code>	<code>keywdstyle, keywd2style and keywd3style</code>

Same for other *keywords* sets.

<u>setemph</u>	<i>setemph</i> , <i>setemph2</i> and <i>setemph3</i>
<u>emph</u>	<i>emph</i> , <i>emph2</i> and <i>emph3</i>
<u>emphstyle</u>	<i>emphstyle</i> , <i>emph2style</i> and <i>emph3style</i>

for some extra emphasis sets.

<u>numbers</u>	<i>numbers</i> and <i>numberstyle</i>
<u>numberstyle</u>	

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

<u>stringstyle</u>	<i>stringstyle</i> and <i>commentstyle</i>
<u>codestyle</u>	

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

<u>bckgndcolor</u>	<i>bckgndcolor</i>
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to change the listing background's color.

<u>codeprefix</u>	<i>codeprefix</i> and <i>resultprefix</i>
<u>resultprefix</u>	

those set the *codeprefix* (default: L^AT_EX Code:) and *resultprefix* (default: L^AT_EX Result:)

<u>parindent</u>	<i>parindent</i>
------------------	------------------

Sets the indentation to be used when 'demonstrating' L^AT_EX 2_εcode (*\tsdemo*). Defaults to whatever value *\parindent* was when the package was first loaded.

<u>ruleht</u>	<i>ruleht</i>
---------------	---------------

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 L^AT_EX 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 {⟨fmt-keys⟩}`

⟨fmt-keys⟩ 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} [⟨obj-type⟩] {⟨csv-list⟩}`
`...`
`\end{codedescribe}`

new: 2023/05/01
update: 2023/05/1
NB: this is an example

This is the main environment to describe *Macros*, *Functions*, *Variable*, *Environments* and *etc.* `⟨csv-list⟩` is typeset in the margin. The optional `⟨obj-type⟩` 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:

LaTeX Code:

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

```
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 *item-name* will be typeset on the marginpar. In the star version, *item-description* will be indented by *item-indent* (defaults to: 20mm). *obj-type* defines the object-type format used to typeset *item-name*.

\describe \describe {*item-name*} {*item-description*}

This is the *describelist* companion macro. In case of the *describe**, *item-name* will be typeset in a box *item-indent* wide, so that *item-description* will be fully indented, otherwise *item-name* 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 *csv-list* as a list of parameters, like [*arg1*] [*arg2*] [*arg3*], or {*arg1*} {*arg2*} {*arg3*}, etc. *obj-type* defines the formatting AND kind of braces used: `[]` for optional arguments (*oarg*), `[]` for mandatory arguments (*marg*), and so on.

\typesetmacro \typesetmacro {*macro-list*} [*oargs-list*] {*margs-list*}
\tsmacro \tsmacro {*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*}
\tsmeta \tsmeta {*name*}

Those will just typeset *name* between left/right 'angles' (no other formatting).

<u><code>\typesetverb</code></u>	<code>\typesetverb</code> [<code><obj-type></code>] { <code><verbatim text></code> }
<u><code>\tsverb</code></u>	<code>\tsverb</code> [<code><obj-type></code>] { <code><verbatim text></code> }

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

<u><code>\typesetmarginnote</code></u>	<code>\typesetmarginnote</code> { <code><note></code> }
<u><code>\tsmarginnote</code></u>	<code>\tsmarginnote</code> { <code><note></code> }

Typesets a small note at the margin.

<u><code>tsremark</code></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><code>typesettitle</code></u>	<code>\typesettitle</code> { <code><title-keys></code> }
<u><code>tstitle</code></u>	<code>\tstitle</code> { <code><title-keys></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><code>tsabstract</code></u>	<code>\begin{tsabstract}</code>
	<code>...</code>
	<code>\end{tsabstract}</code>

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