# A Practical Introduction to the

# Lout

# **Document Formatting System**

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# A simple input file

@SysInclude { doc }
@Doc @Text @Begin
Hello, world
@End @Text

# How to format it

lout filename > out.ps ghostview out.ps mpr out.ps

Hello, world	

## Headings and paragraphs

- @SysInclude { doc }
- @Doc @Text @Begin
- @Heading { Introduction }
- @PP

The design of the Lout formatting system was undertaken with the needs of the @I { ordinary user } very much in mind.

@End @Text

## Introduction

The design of the Lout formatting system was undertaken with the needs of the *ordinary user* very much in mind.

## **Displays**

```
You certainly don't want to return to his office and report:
@IndentedDisplay @I {
'I can't find an efficient algorithm, I guess I'm just too dumb.'
}
To avoid serious damage to your position in the company, it would be better if ...
```

You certainly don't want to return to his office and report:

'I can't find an efficient algorithm, I guess I'm just too dumb.'

To avoid serious damage to your position in the company, it would be better if ...

## Paragraph breaking styles

```
You certainly don't want to return to his office and report:

@ID { ragged nohyphen } @Break @I { 'I can't find an efficient algorithm, I guess I'm just too dumb.' }

To avoid serious damage to your position in the company, it would be better if ...
```

You certainly don't want to return to his office and report:

'I can't find an efficient algorithm, I guess I'm just too dumb.'

To avoid serious damage to your position in the company, it would be better if ...

#### Lists

- @Heading { Operating Instructions }
- @NumberedList
- @ListItem { Press small green lever. }
- @ListItem { Wait approximately 10 seconds
  until red light flashes. }
- @ListItem { If smoke emerges from rear of unit, call Service Department. }
- @EndList

# **Operating Instructions**

- 1. Press small green lever.
- 2. Wait approximately 10 seconds until red light flashes.
- 3. If smoke emerges from rear of unit, call Service Department.

## **Technical reports**

```
@SysInclude { report }
@Report
  @Title { ... }
  @Author { ... }
  @Institution { ... }
  @DateLine { ... }

//
@Abstract { ... }
@Section { ... }
@Section { ... }
@Appendix { ... }
@Appendix { ... }
```

#### **Sections**

```
@Section
  @Tag { dfs }
  @Title { Depth-first search }
@Begin
@PP
We turn now to our first algorithm
on general graphs ...
```

@End @Section

# 10.6. Depth-first search

We turn now to our first algorithm on general graphs ...

#### **Cross references**

For further information, consult Section @NumberOf dfs on page @PageOf { dfs }.

For further information, consult Section 10.6 on page 245.

#### References

@Database @Reference { myrefs }

. . .

For the details, consult the User's Guide @Cite { \$kingston1995lout.user }.

For the details, consult the User's Guide [1].

. . .

#### References

1. Jeffrey H. Kingston. A User's Guide to the Lout Document Formatting System (Version 3). Basser Department of Computer Science, University of Sydney, 1995.

2. ...

#### Database file myrefs.ld

```
{ @Reference
  @Tag { kingston1995lout.user }
  @Type { Book }
  @Author { Jeffrey H. Kingston }
  @Title { A User's Guide to the Lout
  Document Formatting System (Version 3) }
  @Institution { Basser Department of
  Computer Science }
  @Address { University of Sydney
  2006, Australia }
  @Year { 1994 }
}
```

## **Books (and theses)**

- Title page, preface, introduction
- Automatic table of contents
- Prefatory pages numbered in Roman numerals
- Chapters, sections, subsections, appendices
- References at end of chapters or book
- Running page headers
- Odd-even page formats
- Sorted index

## Making a sorted index

#### @PP

There are several possible ways to implement the @I Partition procedure, partition @Index { @I Partition (in {@I Quicksort}) } but the following seems to be the best. Starting ...

## Index

. . .

partial order, 227

Partition (in Quicksort), 189

postorder traversal

of binary tree, 19

topological ordering, 229

. . .

## **Equation formatting**

```
@SysInclude { eq }
...
Since @Eq { T(n-i) = T(0) = 0 } we have
@IndentedDisplay @Eq {
T(n) = big sum from i=0 to n-1 2 sup i = 2 sup n - 1
}
for the number of disk moves made by the Towers
of Hanoi algorithm, given @Eq { n } disks.
```

Since T(n - i) = T(0) = 0 we have

$$T(n) = \sum_{i=0}^{n-1} 2^i = 2^n - 1$$

for the number of disk moves made by the Towers of Hanoi algorithm, given *n* disks.

# **Another equation**

```
@CenteredDisplay @Eq {
big int supp 1 on 0 '
dx over sqrt { 1 - x sup 2 }
= pi over 2
}
```

$$\int_0^1 \frac{dx}{\sqrt{1 - x^2}} = \frac{\pi}{2}$$

#### **Tables**

```
@SysInclude { tab }
...
@Tab
    @Fmta { @Col @I A ! @Col B }
{
@Rowa
    A { Fortran }
    B { The first ... language }
@Rowa
    A { Algol-60 }
    B { Said to be ... successors }
@Rowa
    A { Pascal }
    B { The famous ... successors }
}
```

Fortran The first high-level

programming language

Algol-60 Said to be a better

language than most of its

successors

Pascal The most famous of

Algol-60's successors

#### Another table

```
@Tab
 hmargin { 0.4c }
 vmargin { 0.3v }
 side { single }
  @Fmta { @Col @B @CC X @Over A,B,C }
  @Fmtb { @Col @I A ! @Col B !! @Col C }
{
@Rowa above { single }
 X { Value of mathematical ... dollars) }
@Rowb above { double }
 A { Quadratic formula }
 B { @ Eq { x ^= { ... }} over 2a } }
 C { 3^.5 }
@Rowb below { single }
 A { Binomial theorem }
 B \{ @Eq \{ (a + b) sup n^{= ... b sup n-k } \} \}
 C { 12^ }
```

Value of mathematical formulae (millions of dollars)

Quadratic formula  $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$  3.5

Binomial theorem  $(a+b)^n = \sum_{k=0}^{\infty} {n \choose k} a^k b^{n-k}$  12

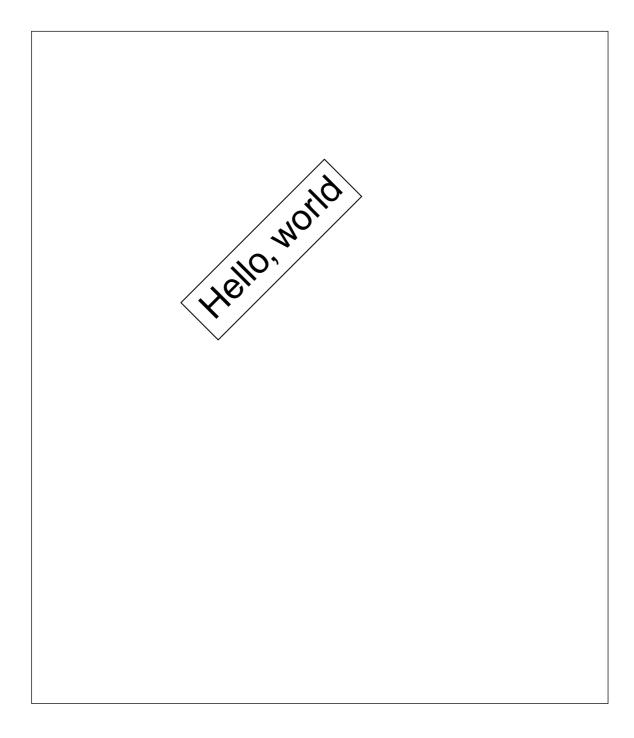
#### **Pascal programs**

```
@SysInclude { pas }
@ID @Pas {
procedure DoPriAbstract(root: PriEntry);
begin
  if root^.leftchild <> nil then begin
     DoPriAbstract(root^.leftchild);
     write(', ');
  end;
  PriKeyAbstract(root^.key);
  write(':');
  PriValueAbstract(root^.value);
  if root^.rightchild <> nil then begin
     write(', ');
     DoPriAbstract(root^.rightchild);
  end;
end;
```

```
procedure DoPriAbstract(root: PriEntry);
begin
    if root↑.leftchild ≠ nil then begin
        DoPriAbstract(root↑.leftchild);
        write(', ');
end;
PriKeyAbstract(root↑.key);
write(':');
PriValueAbstract(root↑.value);
if root↑.rightchild ≠ nil then begin
        write(', ');
        DoPriAbstract(root↑.rightchild);
end;
end;
```

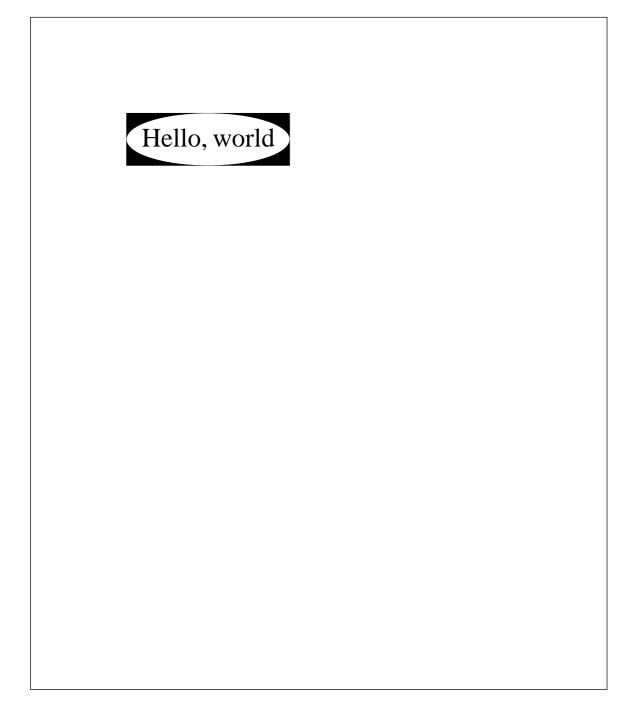
# **Basic graphics**

```
45d @Rotate 1.5 @Scale @Box {
    Hello, world
}
```



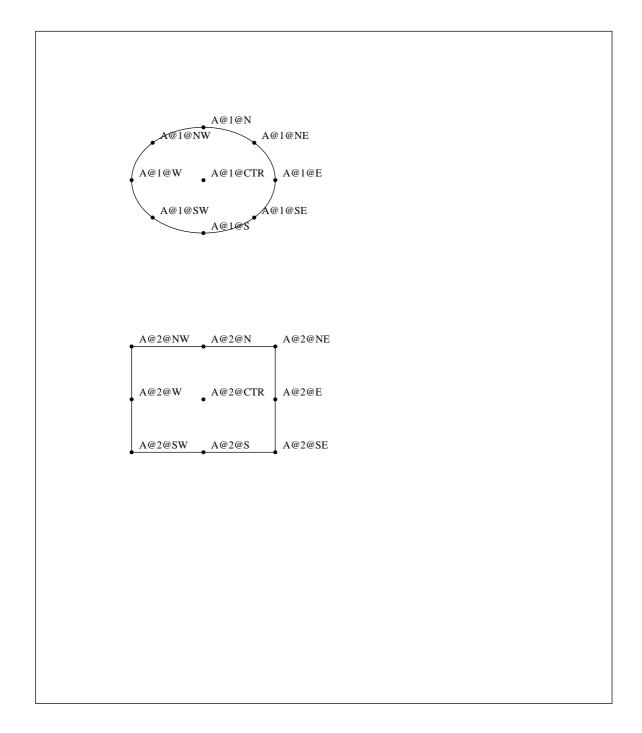
# **Advanced graphics**

```
@SysInclude { fig }
...
@Fig {
@Box
    margin { 0c }
    paint { black }
@Ellipse
    linestyle { noline }
    paint { white }
{ Hello, world }
}
```



# **Point labelling**

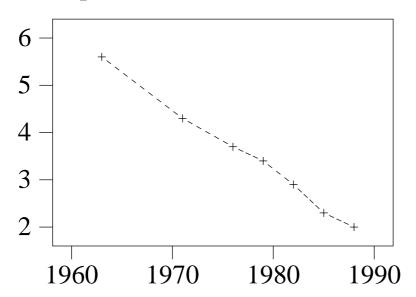
```
@Fig {
A::
{
    1:: @Ellipse { 3c @Wide 2c @High }
    //3c
    2:: @Box { 3c @Wide 2c @High }
}
@ShowLabels
}
```



## **Graphs**

```
@Graph
   abovecaption { New South Wales road deaths
(per 100 million vehicle km) }
{
    @Data points { plus } pairs { dashed }
    { 1963 5.6 1971 4.3 1976 3.7 1979 3.4
    1982 2.9 1985 2.3 1988 2.0 }
}
```

# New South Wales road deaths (per 100 million vehicle km)



```
-2p @Font @Graph
  style { axes }
  xorigin { 0 } yorigin { 0 }
  xticks { 10@ 50@ 100@ 200@ 500@ }
  objects { @NE at { 300 2 } @I { Exponential }
    @SE at { ... } @I { Uniform } }
  belowcaption { @I n }
{
   @Data points { filledcircle } { ... }
   @Data points { filledcircle } { ... }
   @Data pairs { dashed }
  { 10 2 500 2 }
   @Data pairs { dashed }
  {
     xloop from { 10 } to { 500 } by { 20 } do
     {
        x \ sqrt \{ pi^*x / 4 \} + 1
}
```

