1 Introduction

This document contains the following listings:

Listings

1	Anothe	er	bi	t o	f I	Pa	sca	al													2
2	A C la	ng	ua	ıge	li	sti	ng	5													3
any.s	ty.ltxm	1																			4
listing	g.tex .																				4

2 Inline Listings

Various delimiters: a_word, a_word, a_word, a_word and even a_word done. Indirectly: a_word; and with messed up braces foo $\{$ bar .

3 An untyped Listing

No options, language, etc

- $1 \operatorname{stuff} 1$
- 2 stuff2
- 3 stuff3

4 Some C

```
1 #define EXAMPLE whichwhat
2 x = "foo";
3 break;
```

5 A Pascal Listing

A listing portion:

```
\begin{array}{lll} 1 & \textbf{begin} \\ 2 & \left\{ \begin{array}{ll} \textit{do nothing} \end{array} \right\} \\ 3 & \textbf{end} \,; \end{array}
```

A numbered listing:

```
Write('case_insensitive');
  7 Write('long'', string');
     WritE( 'Pascal_keywords.');
        A Titled listing:
                                A bit of Pascal
    for i:=maxint to 0 do
    begin
  3
     \{ do nothing \}
  4 end;
  5 Write('case_insensitive');
        A Captioned listing (known as Listing 1):
                         Listing 1: Another bit of Pascal
100 for i := maxint to 0 do
101
    begin
102
       \{ do nothing \}
103 end;
         An Environment
  1 for i := maxint to 0 do
  2 begin
      \{ do nothing \}
    end;
     \quad \mathbf{for} \ i\!:=\!\mathbf{maxint} \ \mathbf{to} \ 0 \ \mathbf{do}
                                                                            2
     begin
       \{ do nothing \}
                                                                            3
     end;
                                                                           4
     for i:=maxint to 0 do
                                                                            1
     begin
                                                                            2
                                                                            3
       \{ do nothing \}
     end;
                                                                            4
         Framing and such
  1
     for i:=maxint to 0 do
  2
     begin
  3
     \{ do nothing \}
     end;
```

```
for i:=maxint to 0 do
2
  begin
3
  \{ do nothing \}
  end;
4
1
  for i:=maxint to 0 do
2
  begin
3
    \{ do nothing \}
4
  end;
  for i:=maxint to 0 do
  begin
3
    \{ do nothing \}
  \mathbf{end}\,;
                       Listing 2: A C language listing
  #define EXAMPLE whichwhat
2
  x = "foo";
```

8 Listing with Math

break;

```
1 // calculate a_{ij}
2 \quad a[i][j] = a[j][j]/a[i][j];
1 // calculate a_{ij}
2 \quad a\,[\,i\,]\,[\,j\,] \ = \ a\,[\,j\,]\,[\,j\,]\,/\,a\,[\,i\,]\,[\,j\,]\,;
   // calculate a_{ij}
2 \quad a_{ij} = a_{jj}/aij;
    // calculate a_{ij} = \sin x
5 \quad a[i,j] = sin(x)
   foo="a_word";
   foo="a \, \bot x^2 \, \text{math}";
   // calculate \langle a_{ij} \rangle
2 a<sub>-</sub>{ij}
   = a_{-} \{ jj \} / a \{ ij \};
1 // calculate \$a_{-}\{ij\}\$
2 $a_{ij}
   = a_{-} \{ jj \} / a \{ ij \} ;
```

```
4  // calculate $a_{ij} =
5  \sin x$
6  a[i,j]=sin(x)
7  foo="a_word";
8  foo="a_\"string";
9  foo="a_\$x^2$\_math";
```

9 A Perl Listing

```
1 # -*- CPERL -*-
2 package LaTeXML::Package::Pool;
3 use strict;
4 use LaTeXML::Package;
5
6 DefConstructor('\container{}',"<ltx:special>#1</ltx:special>");
7 DefConstructor('\foo',"<ltx:not-defined/>");
8
9 1;
```

10 A Recursive T_EX listing

```
\documentclass { article }
 2
   \usepackage { makeidx }
 3 \makeindex
 4 \usepackage{listings}
   \usepackage [dvipsnames] { color }
   \begin{document}
   \lstset {numbers=left}
   \section{Introduction}
   This document contains the following listings:
   \lstlistoflistings
11
   \section{Inline Listings}
12
   Various delimiters: \lstinline \{a_word\},
   \lstinline!a_word!, \lstinline Aa_wordA,
15
   \lstinline&a_word& and even \lstinline^a_word^ done.
16
   \def \justcopy #1{#1}
17
   Indirectly: \justcopy{\lstinline|a_word|};
   and with messed up braces \lstinline \{foo \{ bar \}.\%\}
19
20
21
   \section{An untyped Listing}
22 No options, language, etc
23
   \begin{lstlisting}
24 stuff1
```

```
25 stuff2
26
   stuff3
   \end{lstlisting}
28
29
   \setminus section {Some C}
30
31
   \begin{lstlisting} [language=C, identifierstyle=\slshape, directivestyle=\ttfamily]
   #define EXAMPLE whichwhat
   x = "foo";
34 break;
35
   \end{lstlisting}
36
37
   \section{A Pascal Listing}
38 A listing portion:
   \begin{lstlisting} \left[language=Pascal, firstline=2, lastline=5, caption={}]
   for i:=maxint to 0 do
41
   begin
42
     { do nothing }
43
   end;
44
45
   Write ('case insensitive');
   Write('long', string');
   WritE('Pascal keywords.');
47
48
   \end{lstlisting}
49
50
  A numbered listing:
   \begin{lstlisting} \language=Pascal, numbers=left, numberstyle=\tiny, stepnumber=2
51
   for i:=maxint to 0 do
53
            begin
                     { do nothing }
54
55
            end;
56
   Write ('case insensitive');
57
   Write('long', string');
   WritE('Pascal keywords.');
60
   \end{lstlisting}
62 A Titled listing:
   \begin{lstlisting}[language=Pascal, title={A bit of Pascal}]
   for i:=maxint to 0 do
65
   begin
66
     { do nothing }
67
   end;
68
   Write ('case insensitive');
   \end{lstlisting}
69
70
```

```
71
72 A Captioned listing (known as Listing \ref{pascallisting}):
   \begin{lstlisting}[language=Pascal, caption=Another bit of Pascal, label=pascallisting]
   for i:=maxint to 0 do
75
   begin
76
     { do nothing }
77
   end;
   \end{lstlisting}
78
79
80
   \section {An Environment}
   \begin{lstlisting}[language=Pascal]
   for i:=maxint to 0 do
83
   begin
84
      { do nothing }
85
   end;
   \end{lstlisting}
86
87
   \begin{colored} { red}
90
   for i:=maxint to 0 do
91
   begin
92
      { do nothing }
93
   end;
94
   \end{colored}
95
96
   \begin{colored}{blue}
97
   for i:=maxint to 0 do
98
   begin
99
     { do nothing }
   end;
100
101
   \end{colored}
102
103
   \section{Framing and such}
   \begin{lstlisting} [language=Pascal, frame=single, rulecolor=\color {red}]
105
106
   for i:=maxint to 0 do
107
   begin
108
      { do nothing }
109
   end;
110
   \end{lstlisting}
111
   \begin{lstlisting} [language=Pascal, frameround=tttt, backgroundcolor=\color {yellow}
112
113
   for i:=maxint to 0 do
114
   begin
     { do nothing }
115
116 end;
```

```
117 \end{lstlisting}
   \lstset { backgroundcolor=}
   \begin{lstlisting}[language=Pascal, frame=single]
120 for i:=maxint to 0 do
121
   begin
122
      { do nothing }
123
    end;
    \end{lstlisting}
124
125
126
   \begin{lstlisting} [language=Pascal, frame=lines]
   for i:=maxint to 0 do
127
128
   begin
129
      { do nothing }
130
    end;
131
    \end{lstlisting}
132
   \begin{lstlisting} [language=C, identifierstyle=\slshape, directivestyle=\ttfamily,
133
   caption=A C language listing, frame=lines, backgroundcolor={\color[cmyk]{0,0,0,0.
135 #define EXAMPLE whichwhat
   x = "foo";
136
137
   break;
138
    \end{lstlisting}
139
140
   \section{Listing with Math}
    \begin{lstlisting} [language=c, texcl, commentstyle=\color{green}]
141
    // \upshape calculate $a_{ij}$
   a[i][j] = a[j][j]/a[i][j];
143
144
    \end{lstlisting}
145
146
    \begin{lstlisting}[texcl,language=c]
    // \upshape calculate $a_{ij}$
148
   a[i][j] = a[j][j]/a[i][j];
   \end\{lstlisting\}
150
    \begin{lstlisting} [language=c, mathescape, numbers=left, commentstyle=\color{green}
151
    // calculate $a_{ij}$
152
153
   $a_{ ij}
154
    = a_{-} \{ jj \} / a \{ ij \} ;
155
    // calculate a_{ij} =
156
    \langle \sin x \rangle
   a[i,j]=sin(x)
157
   foo="a word";
158
159
   foo="a x^2 math";
160
    \end{lstlisting}
161
162
```

```
163 // calculate \%$a_{-}\{ij\}$\%
164 a_{ ij}
165
    = a_{-} \{ jj \} / a \{ ij \};
    \end{lstlisting}
166
167
168
    \begin{lstlisting} [language=c, numbers=left, stringstyle=\ttfamily]
169
    // calculate $a_{ij}$
170 $a_{ij}
171
     = a_{-}{jj}/a{ij};
172
    // calculate a_{ij} =
    \langle \sin x \rangle
174 a[i,j]=sin(x)
175 foo="a word";
176 foo="a \"string";
    foo="a x^2 math";
    \end{lstlisting}
178
179
180
    \section{A Perl Listing}
181
    \lstinputlisting [language=perl] { any.sty.ltxml}
182
183
    \section{A Recursive \TeX\ listing}
184
    185
186 \section{Testing Tag}
187 % AHA, tagstyle only is in effect with XML (?)
    \operatorname{\mathbf{begin}}\{\operatorname{lstlisting}\}[\operatorname{language}=XML, \operatorname{tagstyle}=\operatorname{\mathbf{bf}}]
189 <element attr='value'>content</element>
190 \end{lstlisting}
    \begin{lstlisting} \language=XML, tagstyle=\bf, usekeywordsintag=false]
192 <element attr='value'>content</element>
193
    \end{lstlisting}
    \begin{lstlisting} [language=XML, tagstyle=\bf, markfirstintag]
    <element attr='value'>content
196
    \end{lstlisting}
197
198
    \section{Screwiness}
199
    \ \lst define language { bingo } { more keywords = {foo, bar }, more keywords = [2] { bing, bar }}
200 %,
201 % AHA, words can only be in one class (1st one declared?)
202 % BUT, index is separate, and classname is without the "style" !!
    \begin{array}{l} \mathbf{begin} \{ 1stlisting \} [ language=bingo, keywordstyle= \mathbf{bfseries}, keywordstyle= \{ [2] \} \} \end{array}
204 foo bar baz bing booboo
205
    \end{lstlisting}
206
    {\bfseries\itshape bfit}
207
    {\itshape\bfseries itbf}
208 \printindex
```

209 \end{document}

11 Testing Tag

- 1 <element attr='value'>content</element>
- 1 <element attr='value'>content</element>
- 1 <element attr='value'>content</element>

12 Screwiness

1 **foo bar** baz bing booboo bfit itbf