

# The musikui package v1

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This package is for easy expression of arithmetical restorations with L<sup>A</sup>T<sub>E</sub>X.

$$\begin{array}{r} \phantom{000} \square 7 \square \square \square \\ \square \square \square \overline{) \square \square \square \square \square \square \square \square} \\ \phantom{000} \square \square \square \square \\ \hline \phantom{000} \square \square \square \\ \phantom{000} \square \square \square \\ \hline \phantom{000} \square \square \square \square \\ \phantom{000} \phantom{00} \square \square \square \\ \hline \phantom{000} \phantom{000} \square \square \square \square \\ \phantom{000} \phantom{000} \square \square \square \square \\ \hline \phantom{000} \phantom{000} \phantom{000} \square \square \square \square \\ \phantom{000} \phantom{000} \phantom{000} \square \square \square \square \\ \hline \phantom{000} \phantom{000} \phantom{000} \phantom{000} 0 \end{array}$$

The package is maintained on GitHub:

- <https://github.com/puripuri2100/musikui.sty>

## 1 Package read

Read using `\usepackage` command. There is no option.

```
\usepackage{musikui}
```

## 2 Dependent package

graphics package

## 3 License

The MIT License

## 4 Provide command

### 4.1 Commands related to composition

```
\kake{<multiplicand>}{<multiplier>}{<product>}
\wari{<dividend>}{<divide>}{<quotient>}
\musi{<holes>}{<distance from the right end>}
\sen
\bubunsen{<length>}{<distance from the right end>}
```

### 4.2 Commands related to holes

```
\eaten{<numbers etc.>}
\noneaten{<numbers etc.>}
\halfeaten{<numbers etc.>}
\halfnoneaten{<numbers etc.>}
\hhalfeaten{<numbers etc.>}
\hhalfnoneaten{<numbers etc.>}
```

## 5 The role of each command

The role of each command is shown in Table 1.

Table 1:

<code>\kake</code>	Outputs <multiplicand>,<multiplier> and <product> of multiplication arithmetical restorations calculation.
<code>\wari</code>	Outputs <dividend>,<divide> and <quotient> of division arithmetical restorations calculation.
<code>\musi</code>	Outputs <holes>,<distance from the right end>.
<code>\sen</code>	line
<code>\bubunsen</code>	Line of the specified length
<code>\eaten</code>	normal hole
<code>\noneaten</code>	hole without a line
<code>\halfeaten</code>	Half the width hole of <code>\eaten</code> .
<code>\halfnoneaten</code>	Hole without a line with half width of <code>\eaten</code> .
<code>\hhalfeaten</code>	Two holes with <code>\harleaten</code> side by side.
<code>\hhalfnoneaten</code>	<code>\hhalfeaten</code> line without a hole

## 6 Notation

Use one musikui environment per an arithmetical restorations. For the representation part of the hole, a hole and a hole (or a number) are connected by “&”. After using `\kake` or `\wari`, you just line `\musi` and `\sen` like the hole counting you want to express. An example of division and multiplication is given below.

```

\begin{musikui}
\kake{8&\eaten&6&\eaten}
{\eaten&\eaten}
{\eaten&\eaten&\eaten&\eaten&\eaten}
\musi{\eaten&6&\eaten&\eaten&\eaten}{0}
\musi{\eaten&\eaten&\eaten&6}{1}
\sen
\end{musikui}

```

$$\begin{array}{r}
 8 \square 6 \square \\
 \times \quad \square \square \\
 \hline
 \square 6 \square \square \square \\
 \square \square \square 6 \\
 \hline
 \square \square \square \square \square
 \end{array}$$

```

\begin{musikui}
\wari{\eaten&\eaten&\eaten&\eaten}
{\eaten&\eaten}
{\eaten&\eaten}
\musi{\eaten&\eaten}{1}
\sen
\musi{1&\eaten}{0}
\musi{\eaten&\eaten}{0}
\sen
\musi{1}{0}
\end{musikui}

```

$$\begin{array}{r}
 \square \square \\
 \square \square ) \square \square \square \square \\
 \square \square \\
 \hline
 1 \square \\
 \square \square \\
 \hline
 1
 \end{array}$$

```

\begin{musikui}
\wari{\eaten{1}&\eaten{0}&\eaten{0}&\eaten{2}}
{\eaten{1}&\eaten{1}}
{\eaten{9}&\eaten{1}}
\musi{\eaten{9}&\eaten{9}}{1}
\bubunsen{4}{0}
\musi{1&\eaten{2}}{0}
\musi{\eaten{1}&\eaten{1}}{0}
\bubunsen{2}{0}
\musi{1}{0}
\end{musikui}

```

$$\begin{array}{r}
 \square 9 \square 1 \\
 \square 1 \square 1 ) \square 1 \square 0 \square 0 \square 2 \\
 \square 9 \square 9 \\
 \hline
 1 \square 2 \\
 \square 1 \square 1 \\
 \hline
 1
 \end{array}$$

## 7 Customize

You can change the value of arithmetical restorations using `\renewcommand*`.

`\renewcommand*{\command name}{\value}`

The values whose roles and default values can be changed are shown in Table 3.

Table 3:

Command name	Role	Default value
<code>\musiwidth</code>	hole width	1.2em
<code>\musiheight</code>	hole height	0.96em
<code>\musidepth</code>	hole depth	0.24em
<code>\musihgap</code>	distance between hole and hole	0.4em
<code>\musivgap</code>	distance between hole and line	0.4em
<code>\musirule</code>	line width	0.4pt

<code>\musiopsymbol</code>	multiplication sign	<code>\$\times\$</code>
<code>\musiwarikakko</code>	divide symbol	<code>\Big)</code>