

Below are examples of highlighted blocks of code...

# YAML

```
filetype: diff
```

detect:

```
filename: "\\.\diff$"
```

```
header: "^((--.*)|(\++\++\+.*))"
```

rules:

- statement: "(^\\+\\+\\+.\*)"

- statement: "(^---.\*)"

```
- type: "(^@@.*)"
```

- constant.number: "(^\\|+\\.\*)"

```
- preproc: "(^_.*)"
```

**INI**

[ctype]

```
; priority=20
```

```
extension=ctype.so
```

# ping

PING jesscx (127.0.1.1) 56(84) bytes of data.

```
64 bytes from jessie (127.0.1.1): icmp_seq=1 ttl=64 time=0.031 ms
```

64 bytes from jesssex (127.0.1.1): icmp\_seq=2 ttl=64 time=0.033 ms

```
--- jesse ping statistics ---
```

4 packets transmitted, 4 received, 0% packet loss, time 3033ms

```
rtt min/avg/max/mdev = 0.031/0.036/0.041/0.004 ms
```

## df

Filesystem	Size	Used	Avail	Use%	Mounted on
------------	------	------	-------	------	------------

```
udev          7.7G    0 7.7G    0% /dev
```

tmpfs	1.6G	2.9M	1.6G	1% /run
-------	------	------	------	---------

```
/dev/nvme0n1p2 23G 20G 1.8G 92% /
```

```
tmpfs          7.7G  56M  7.7G  1% /dev/shm
```

tmpfs 5.0M 4.0K 5.0M 1% /run/lock

```
/dev/nvme0n1p6 434G 227G 185G 56% /home
```

# Shell

```
#!/bin/sh -e
PATH="/sbin:/bin"
RUN_DIR="/run/network"
IFSTATE="$RUN_DIR/ifstate"
STATEDIR="$RUN_DIR/state"
```

```
[ -x /sbin/ifup ] || exit 0
[ -x /sbin/ifdown ] || exit 0
```

```
./lib/lsb/init-functions
```

```
CONFIGURE_INTERFACES=yes
EXCLUDE_INTERFACES=
VERBOSE=no
```

```
[ -f /etc/default/networking ] && ./etc/default/networking
```

```
verbose=""
[ "$VERBOSE" = yes ] && verbose=-v
```

```
check_ifstate() {
    if [ ! -d "$RUN_DIR" ] ; then
        if ! mkdir -p "$RUN_DIR" ; then
            log_failure_msg "can't create $RUN_DIR"
            exit 1
        fi
        if ! chown root:netdev "$RUN_DIR" ; then
            log_warning_msg "can't chown $RUN_DIR"
        fi
        if [ ! -r "$IFSTATE" ] ; then
            if ! :> "$IFSTATE" ; then
                log_failure_msg "can't initialise $IFSTATE"
                exit 1
            fi
        fi
    }
}
```

# PHP

```
<?php
if( !function_exists('mb_str_split')){
    function mb_str_split( $string = "", $length = 1 , $encoding = null ){
        if(!empty($string)){
            $split = array();
            $mb_strlen = mb_strlen($string,$encoding);
            for($pi = 0; $pi < $mb_strlen; $pi += $length){
                $substr = mb_substr($string, $pi,$length,$encoding);
                if( !empty($substr)){
                    $split[] = $substr;
                }
            }
        }
        return $split;
    }
}
```

# Golang

```
package main

import (
    "fmt"
    "os"
    "path/filepath"
)

func main() {
    ex, err := os.Executable()
    if err != nil {
        panic(err)
    }
    exPath := filepath.Dir(ex)
    fmt.Println(exPath)
}
```

# C

```
#include <stdio.h>
int main(int argc, char *argv[]) {
    printf("%s\n", "Hello world!");
}
```

# XML

```
<?xml version="1.0" encoding="UTF-8"?>
<deck>
  <title>Sample Deck</title>
  <canvas width="1024" height="768"/>
  <slide bg="maroon" fg="white" duration="1s">
>    <image xp="20" yp="30" width="256" height="256" name="/home/jesse/docs/packman.io_logo.png"/
    <text xp="20" yp="80" sp="3" link="https://packman.io/">Deck uses these elements</text>
    <line xp1="20" yp1="75" xp2="90" yp2="75" sp="0.3" color="rgb(127,127,127)"/>
    <list xp="20" yp="70" sp="1.5">
      <li>canvas</li>
      <li>slide</li>
      <li>text</li>
      <li>list</li>
      <li>image</li>
      <li>line</li>
      <li>rect</li>
      <li>ellipse</li>
      <li>curve</li>
      <li>arc</li>
    </list>
    <line xp1="20" yp1="10" xp2="30" yp2="10"/>
    <rect xp="35" yp="10" wp="4" hp="3" color="rgb(127,0,0)"/>
    <ellipse xp="45" yp="10" wp="4" hp="3" color="rgb(0,127,0)"/>
    <curve xp1="60" yp1="10" xp2="75" yp2="20" xp3="70" yp3="10" />
    <arc xp="55" yp="10" wp="4" hp="3" a1="0" a2="180" color="rgb(0,0,127)"/>
    <polygon xc="75 75 80" yc="8 12 10" color="rgb(0,0,127)"/>
  </slide>
</deck>
```