# Example Manual

Doc Writer

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This is a user manual for an example project.

## Introduction

This project does something. We just haven't decided what that is yet.

#### **Source Code**

Java code from project

1 return statement

This page was built by the following command:

```
$ mvn
```

## **Images**



## **Attributes**

Built-in asciidoctor-version 1.5.4 safe-mode-name

unsafe

docdir

C:/home/bin/.babun/cygwin/home/asalgadr/github/asciidoctor-maven-examples/asciidoctor-pdf-example/src/docs/asciidoc

docfile

C:/home/bin/.babun/cygwin/home/asalgadr/github/asciidoctor-maven-examples/asciidoctor-pdf-example/src/docs/asciidoc/example-manual.adoc

imagesdir

images

Custom

sourcedir

 $\label{lem:control} C:\home\bin\asciidoctor-maven-examples\asciidoctor-pdf-example\src\main\java$ 

#### **Includes**

include::subdir/\_b.adoc[]

content from src/docs/asciidoc/subdir/\_b.adoc.

include::\_c.adoc[]

content from *src/docs/asciidoc/subdir/c.adoc*.



Includes can be tricky!

## Source Code and Syntax Highlighting

This section shows some code highlighting examples.

#### Ruby example

#### Inline Ruby code

```
=begin
This program will
print "Hello world".
=end
puts 'Hello world'
```

#### Java example

Inline Java code

```
/**
 * This is a Java "Hello world" example.
 * @param args arguments
 *
 * @since 1.3
 */
public class Test {
   public static void main(String[] args) {
      System.out.println("Hello World!"); ①
   }
}
```

1 This is where the fun happens

#### **Groovy example**

Included Groovy code (from code\_snippets/groovy.groovy)

```
def printHello (toWho = "World") {
    println "Hello $toWho!!"
}

// Passing some value
printHello('Asciidoctor')

// Using default value
printHello()
```

#### Scala example

Inline Scala code

```
/**
 * This is a simple scala example
 */
object HelloWorld {
  def main(args: Array[String]) {
    println("Hello, world!")
  }
}
```

#### HTML example

Inline HTML code

#### JavaScript example

Inline JavaScript code

```
if (console.log) {
   // greeting silently
   console.log('Hello World!!')
} else {
   // greeting in a pop up window
   alert('Hello World!')
}
```

### CoffeeScript example

```
# Assignment:
number = 42
opposite = true
# Conditions:
number = -42 if opposite
# Functions:
square = (x) \rightarrow x * x
# Arrays:
list = [1, 2, 3, 4, 5]
# Objects:
math =
 root: Math.sqrt
 square: square
 cube: (x) \rightarrow x * square x
# Splats:
race = (winner, runners...) ->
  print winner, runners
# Existence:
alert "I knew it!" if elvis?
# Array comprehensions:
cubes = (math.cube num for num in list)
```