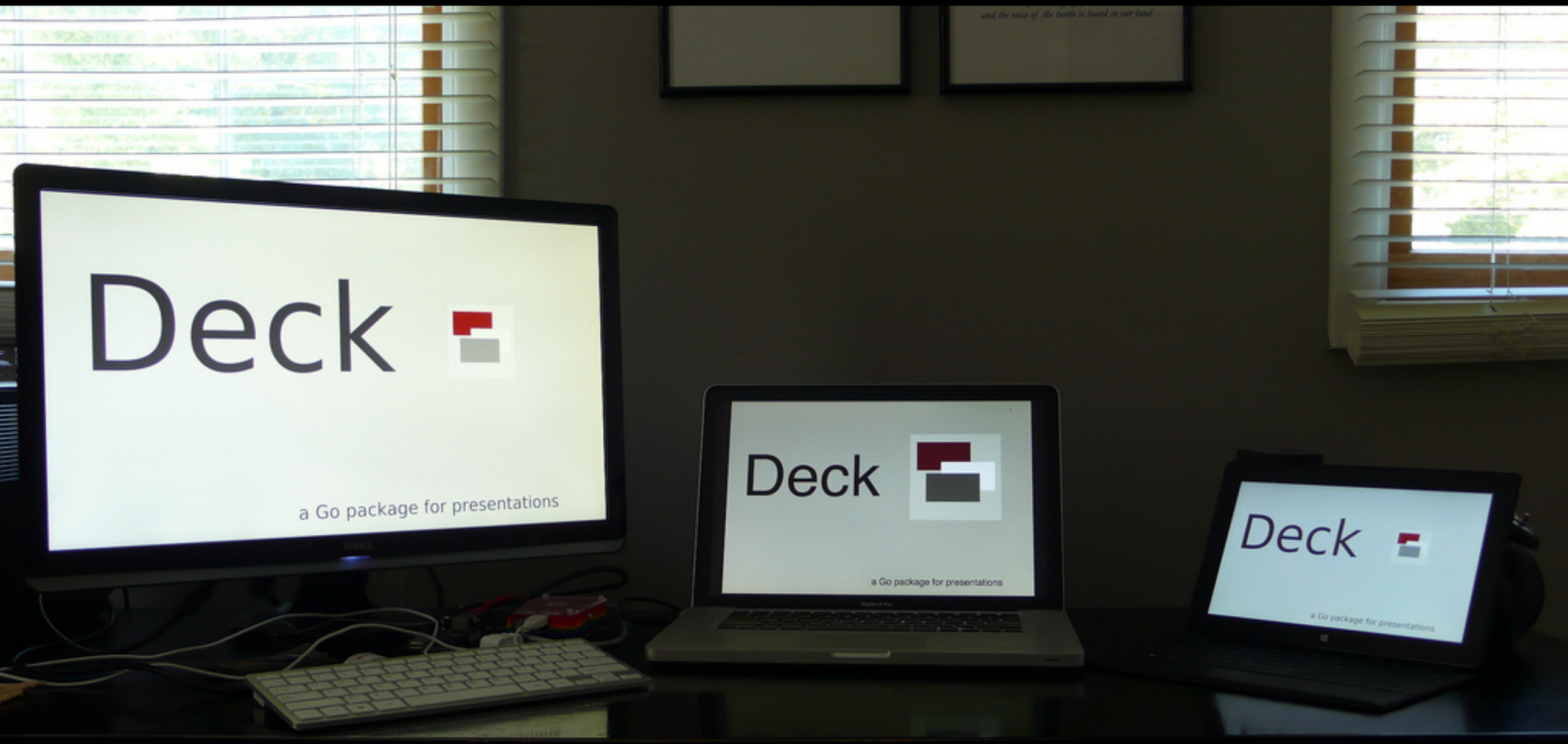


Deck: a Go package for presentations

Deck

a Go package for presentations

DECK: a package for presentations

Deck is a package written in Go

That uses a singular markup language

With elements for text, lists, code, and graphics

All layout and sizes are expressed as percentages

Clients are interactive or create formats like PDF or SVG

Elements

Hello, World

A block of text, word-wrapped to a specified width.
You may specify size, font, color, and opacity.

```
package main
import "fmt"
func main() {
    fmt.Println("Hello, World")
}
```

<text>...</text>

bullet	plain	number
• Point A	First item	1. This
• Point B	Second item	2. That
• Point C	The third item	3. The other
• Point D	and the last thing	4. One more

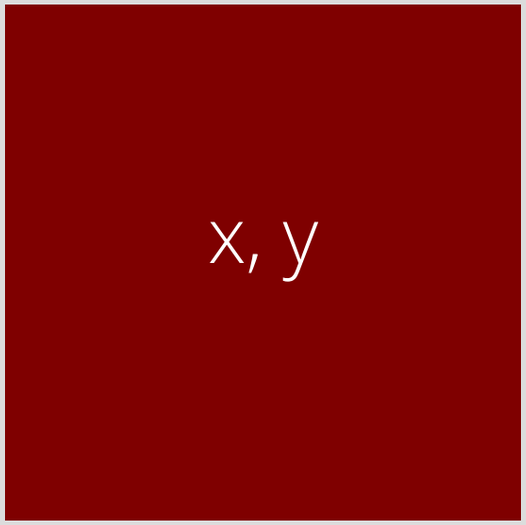
```
<list>...</list>
```

height

width

<image .../>

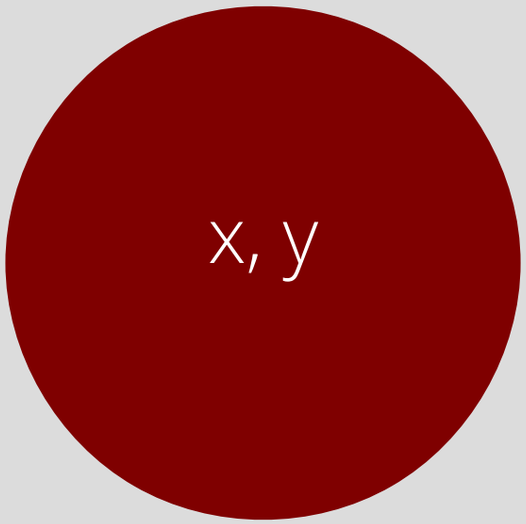
height (relative to element or canvas width)



width

```
<rect .../>
```

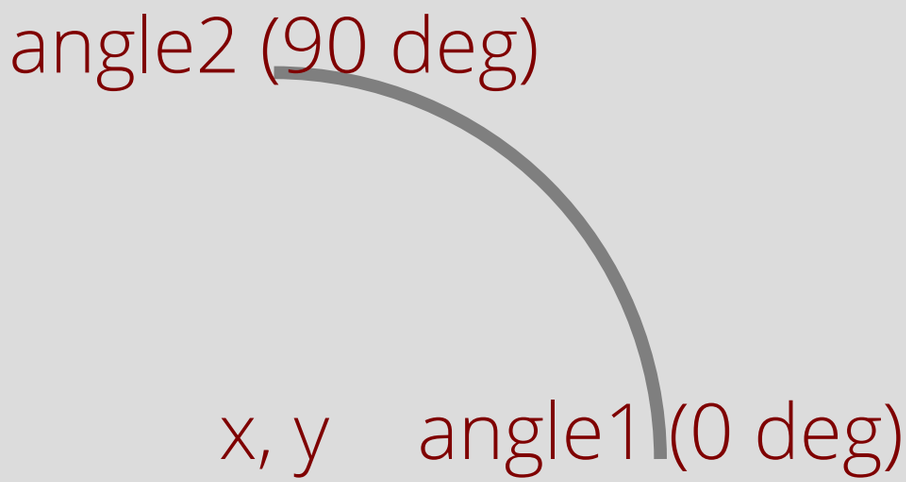
height (relative to element or canvas width)



width

```
<ellipse .../>
```


```
<line .../>
```



<arc .../>

control


```
<curve .../>
```

Markup and Layout

Start the deck

Set the canvas size

Begin a slide

Place an image

Draw some text

Make a bullet list

End the list

Draw a line

Draw a rectangle

Draw an ellipse

Draw an arc

Draw a quadratic bezier

End the slide

End of the deck

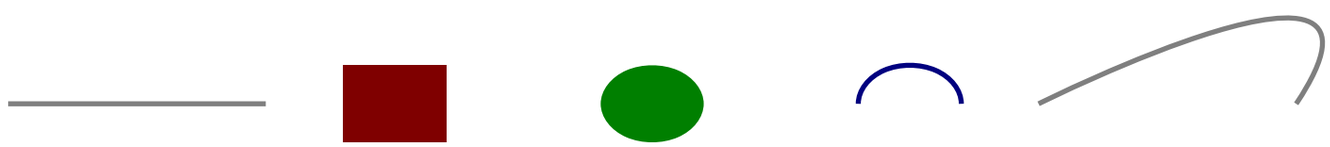
```
<deck>
  <canvas width="1024" height="768" />
  <slide bg="white" fg="black">
      <image xp="70" yp="60" width="256" height="179" name="work.png" caption="Desk"/>
      <text  xp="20" yp="80" sp="3">Deck uses these elements</text>
      <list  xp="20" yp="70" sp="2" type="bullet">
         <li>text, list, image</li>
         <li>line, rect, ellipse</li>
         <li>arc, curve</li>
      </list>
      <line    xp1="20" yp1="10" xp2="30" yp2="10"/>
      <rect    xp="35"  yp="10" wp="4" hr="75" color="rgb(127,0,0)"/>
      <ellipse xp="45"  yp="10" wp="4" hr="75" color="rgb(0,127,0)"/>
      <arc     xp="55"  yp="10" wp="4" hp="3" a1="0" a2="180" color="rgb(0,0,127)"/>
      <curve   xp1="60" yp1="10" xp2="75" yp2="20" xp3="70" yp3="10" />
  </slide>
</deck>
```

Anatomy of a Deck

Deck uses these elements

- text, list, image
- line, rect, ellipse
- arc, curve

Desk



Text and List Markup

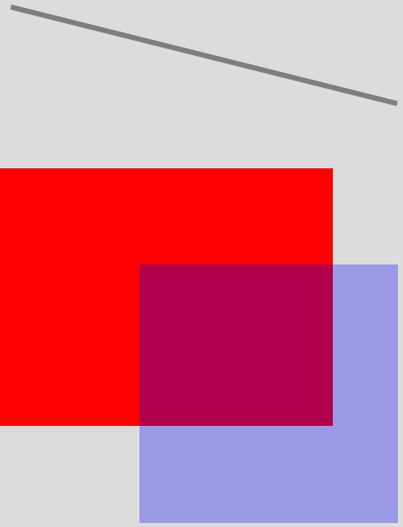
Position, size	`<text xp="..." yp="..." sp="...">`
Block of text	`<text ... type="block">`
Lines of code	`<text ... type="code">`
Attributes	`<text ... color="..." opacity="..." font="..." align="...">`

Position, size	`<list xp="..." yp="..." sp="...">`
Bullet list	`<list ... type="bullet">`
Numbered list	`<list ... type="number">`
Attributes	`<list ... color="..." opacity="..." font="..." align="...">`

Common Attributes for text and list

`xp`	horizontal percentage
`yp`	vertical percentage
`sp`	font size percentage
`type`	"bullet", "number" (list), "block", "code" (text)
`align`	"left", "middle", "end"
`color`	SVG names ("maroon"), or RGB "rgb(127,0,0)"
`opacity`	percent opacity (0-100, transparent - opaque)
`font`	"sans", "serif", "mono"

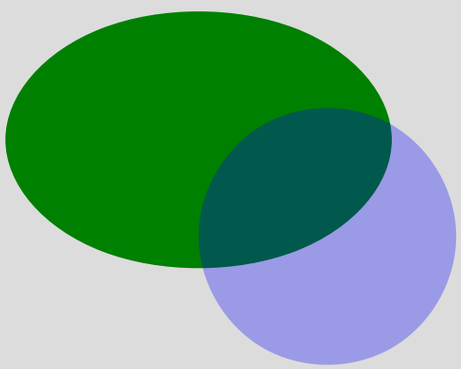
Graphics Markup



```
<line xp1="5" yp1="75" xp2="20" yp2="70" sp="0.2"/>
```

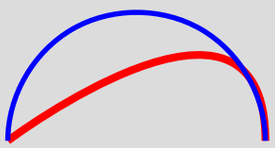
```
<rect xp="10" yp="60" wp="15" hr="66.6" color="red"/>

<rect xp="15" yp="55" wp="10" hr="100" color="blue" opacity="30"/>
```



```
<ellipse xp="10" yp="35" wp="15" hr="66.66" color="green"/>

<ellipse xp="15" yp="30" wp="10" hr="100" color="blue" opacity="30"/>
```



```
<curve xp1="5" yp1="10" xp2="15" yp2="20" xp3="15" yp3="10" sp="0.3" color="red"/>

<arc xp="22" yp="10" wp="10" wp="10" a1="0" a2="180" sp="0.2" color="blue"/>
```

Percent Grid

10 20 30 40 50 60 70 80 90

90
80
70
60
50
40
30
20
10

10%, 50%

Hello

50%, 50%

90%, 50%

Percentage-based layout

bullet	plain	number
• Point A	First item	1. This
• Point B	Second item	2. That
• Point C	The third item	3. The other
• Point D	and the last thing	4. One more

```
<list>...</list>
```

bullet

- Point A
- Point B
- Point C
- Point D

plain

First item

Second item

The third item

and the last thing

number

1. This
2. That
3. The other
4. One more

<list>...</list>

Design Examples

Top

Left

Right

Bottom

20%

30%

70%

20%

Header (top 20%)

Summary

(30%)

Detail

(70%)

Footer (bottom 20%)

Two Columns

One

Two

Three

Four

Tree and Sky

Five

Six

Seven

Eight

Rocks

This is not a notecard

A few months ago, I had a look at the brainchild of a few serious heavyweights working at Google. Their project, the Go programming language, is a static typed, c lookalike, semicolon-less, self formatting, package managed, object oriented, easily paralellizable, cluster fuck of genius with an unique class inheritance system. It doesn't have one.

The Go Programming Language

is a static typed,

c lookalike,

semicolon-less,

self formatting,

package managed,

object oriented,

easily paralellizable,

cluster fuck of genius

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Andrew Mackenzie-Ross, OBJECTIVE-C LESSONS FROM GO

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cluster fuck of genius with an unique class inheritance system.

It doesn't have one.

Andrew Mackenzie-Ross, OBJECTIVE-C LESSONS FROM GO

So, the next time you're about to make a subclass, think hard and ask yourself

what would Go do

Andrew Mackenzie-Ross, http://pocket.co/sSc56

You must not blame me if I do talk to the clouds.

FOR, LO,

the winter is past,

the rain is over and gone;

The flowers appear on the earth;

the time for the singing of birds is come,

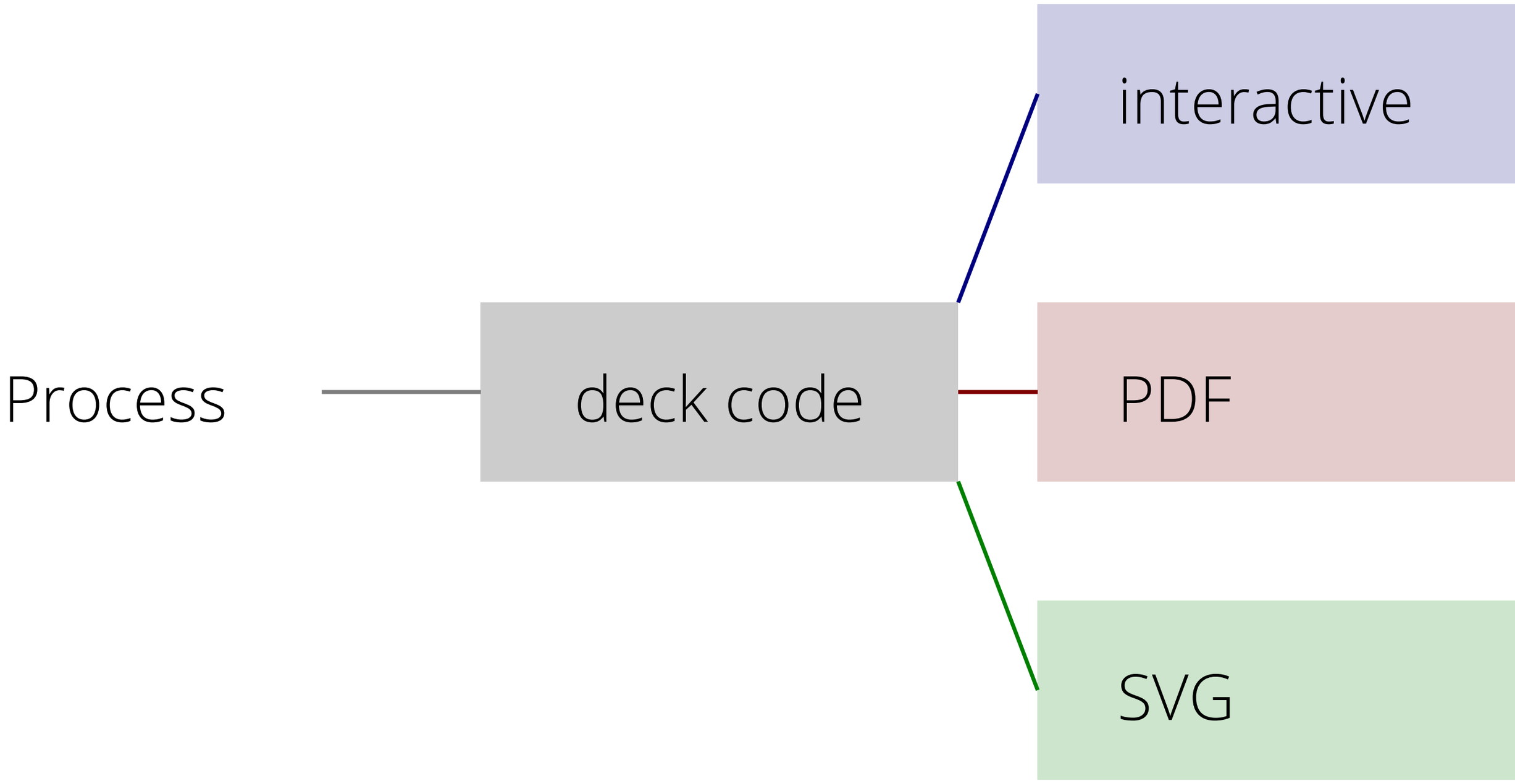
and the voice of the turtle is heard in our land.

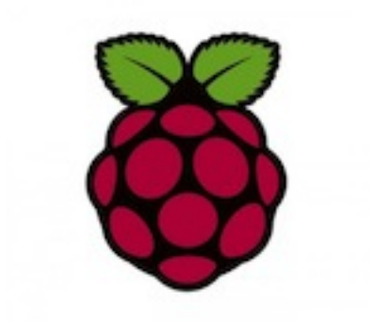
Song of Solomon 2:11-12

Clients

```
package main
import (
    "log"
    "github.com/ajstarks/deck"
)
func main() {
    presentation, err := deck.Read("deck.xml", 1024, 768) // open the deck
    if err != nil {
        log.Fatal(err)
    }
    for _, slide := range presentation.Slide {           // for every slide...
        for _, t := range slide.Text {                   // process the text elements
            x, y, size := deck.Dimen(presentation.Canvas, t.Xp, t.Yp, t.Sp)
            slideText(x, y, size, t)
        }
        for _, l := range slide.List {                   // process the list elements
            x, y, size := deck.Dimen(presentation.Canvas, l.Xp, l.Yp, l.Sp)
            slideList(x, y, size, l)
        }
    }
}
```

A Deck Client


Process
deck code
interactive
PDF
SVG



```
go get github.com/ajstarks/deck/vgdeck
```


```
go get github.com/ajstarks/deck/pdfdeck
```


```
go get github.com/ajstarks/deck/svgdeck
```

```
pdfdeck [options] file.xml...
```

-sans, -serif, -mono [font] specify fonts

-pagesize [Letter, Legal, Tabloid, A2, A3, A4, A5, ArchA, Index, 4R, Widescreen]

-pagewidth [page width (pt)]

-pageheight [page height (pt)]

-stdout (output to standard out)

-outdir [directory] directory for PDF output

-fontdir [directory] directory containing font information

-author [author name] set the document author

-title [title text] set the document title

-grid [percent] draw a percent grid on each slide

```
svgdeck [options] file.xml...
```

-sans, -serif, -mono [font] specify fonts

-pagesize [Letter, Legal, A3, A4, A5]

-pagewidth [canvas width]

-pageheight [canvas height]

-stdout (output to standard out)

-outdir [directory] directory for PDF output

-title [title text] set the document title

-grid [percent] draw a percent grid on each slide

```
vgdeck [options] file.xml...
```

-loop [duration] loop, pausing [duration] between slides

-slide [number] start at slide number

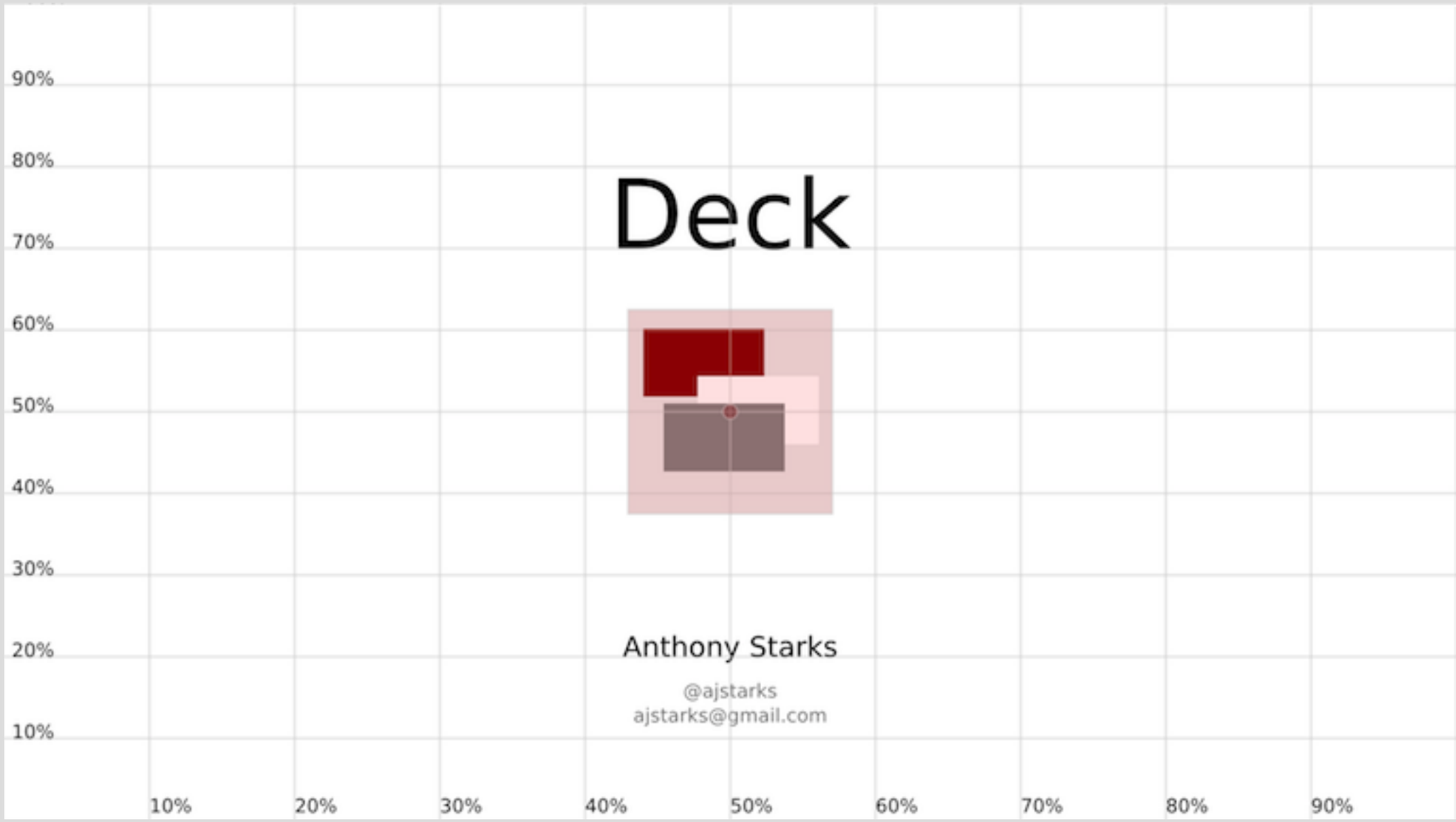
-w [width] canvas width

-h [height] canvas height

-g [percent] draw a percent grid

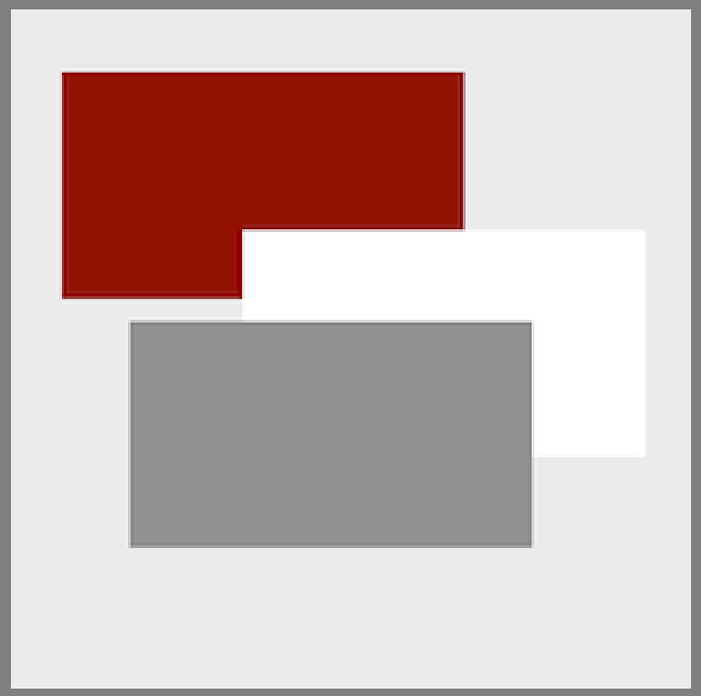
vgdeck Commands

`+, Ctrl-N, [Return]`	Next slide
`-, Ctrl-P, [Backspace]`	Previous slide
`^, Ctrl-A`	First slide
`$, Ctrl-E`	Last slide
`r, Ctrl-R`	Reload
`x, Ctrl-X`	X-Ray
`/, Ctrl-F [text]`	Search
`s, Ctrl-S`	Save
`q`	Quit



X-Ray mode shows the percent grid, and highlights images

github.com/ajstarks/deck



ajstarks@gmail.com

@ajstarks