Project Reference

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INTRODUCTION

The following is a demonstration of what you can achieve by using Sphinx and reStructuredText to document your projects.

Say that you want to create documentation from the docstrings in your code. **Two conditions**:

- Your project must be a Python package
- Your package must have a ___version__ global variable

Say that you have a package: it has a main script, and a single lonely_function.

Now before we go,

Some tips on writing proper docstrings:

- Use raw strings.
- Write reStructuredText.

```
{{ cookiecutter.project }} {{ cookiecutter.projectllength*"=" }}
```

It's usually convenient to write a short introduction in your __init__.py.

CHAPTER

ONE

MAIN MODULE

lonely_function()

You can add **bold** and *italic* text, text with *math typesetting* and source code. You can even define custom markup using CSS/LaTeX to highlight text in unimaginable ways. Leaving that as an exercise for the curious (check *roles*). You can cite your sources either in text, such as Tedrake [2], or in parenthetic fashion [1],

· Bullet points work as well

and so does LaTeX math, as you can see in (1.1)!

$$f(n) = \begin{cases} n/2, & \text{if } n \text{ is even} \\ 3n+1, & \text{if } n \text{ is odd} \end{cases}$$
 (1.1)

Table syntax is rather weird but manageable.

Table 1.1: Example table.

Header 1	Header 2	Header 3	Header 4
A	В	С	D

You can add pictures if you want too. Importantly, when you are generating documentation from your code:

- Place your figures in the docs/source/figures directory.
- Include them with their path relative to the source. That is, figures/<your figure>.<ext>.

Unfortunately the figure doesn't nicely fit in this page. Fortunately, we can break page to try and have our discourse flow anyway.

Check it:

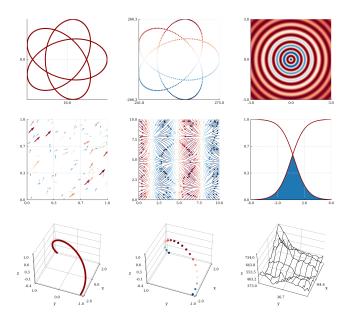


Figure 1.1: You're free to set alignment, figure width relative to the text's, etc. Don't trust Sphinx to go too far.

If you need something complex use proper LaTeX code inside a . . raw:: latex block.

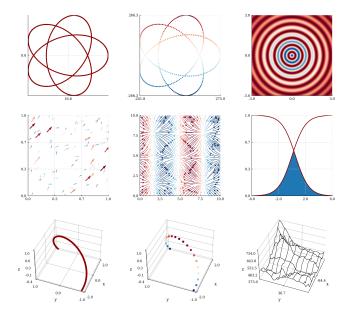


Figure 1.2: Adding a cross-reference to Table 1.1 or Figure 1.1 works much as it would in LaTeX.

CHAPTER

TWO

A SUBPACKAGE

As before, this package's __init__.py is the home of this introduction.

2.1 A Module Within

 ${f h}$ () A function which is part of one of the modules of a subpackage of your project.

 ${f g}$ () $A \ second \ function \ in \ the \ module.$

f()

The three functions in this module are stowed in this order:

- 1. h
- 2. g
- 3. f

As you can see, functions are rendered in the order in which you've got them written down. Nice.

CHAPTER	
THREE	
INIT .PY	

some_API_function()

You might wanna keep commonly used utilities or high level interfaces to your package here for ease of import. A way to achieve the same effect is by importing functions defined in your package from this file.

BIBLIOGRAPHY

- [1] Jared Di Carlo. Software and control design for the MIT Cheetah quadruped robots. PhD thesis, Massachusetts Institute of Technology, 2020.
- [2] Russ Tedrake. Underactuated Robotics: Algorithms for Walking, Running, Swimming, Flying, and Manipulation (Course Notes for MIT 6.832). 2021. Downloaded on 28.07.2021 from http://underactuated.mit.edu/.

PYTHON MODULE INDEX

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