## I. Use cases in LATEX

Documenting a package or class is best done through use cases showing both the code and the corresponding result. $^{1}$ 

## 1. "Inline" codes

**Example I.1** (Standard usage). The \tag{tdoclatexin} macro \(^2\) can be used to type code in line in a similar way to \tag{verb}, or as a standard macro (see the handling of braces in the latter case below). Here are some examples of use.\(^3\)

**Example I.2** (Possible options). As the \tdoclatexin macro is based on minted, you can use all the options taken into account by minted. Here are some examples.

```
1: \tdoclatexin{\$a^b = c\$\} \\
2: \tdoclatexin[style = bw]{\$a^b = c\$\} \\
3: \tdoclatexin[style = igor, showspaces]{\$a^b = c\$\}

1: \$a^b = c\$

2: \$a^b = c\$

3: \$a^b = c\$

3: \$a^b = c\$
```

```
The \tdoclatexin macro can be used in a footnote: see below.a

asminted = TOP$ has been typed \tdoclatexin+sminted = TOP$+ in this footnote.
```

## 2. Directly typed codes

Example I.3 (Face to face). Displaying a code and its rendering side by side is done as follows where the macro \tdoctcb allows you to just type tdoctcb{sbs} instead of listing side text (sbs is for "s-ide b-y s-ide", while tcb is the standard abbreviation for tcolorbox). Note the use of rafters, not square brackets (more on this later).

```
\begin{tdoclatex}<\tdoctcb{sbs}>

$A = B + C$
\end{tdoclatex}
```

This gives:

Example I.4 (Following). \begin{tdoclatex} ...\end{tdoclatex} produces the following result (this default setting is also obtained by using \tdoctcb{std}).4

```
\begin{cases}
\$A = B + C \$ \\
A = B + C
\end{cases}
```

Example I.5 (Just the code). Via \tdoctcb{code}, we'll just get the code as below.

```
\$A = B + C\$
```

Example I.6 (Customise). The tdoclatex environment accepts two types of optional argument.

- 1. Between classic square brackets, you can use any option taken into account by minted.
- 2. Between rafters, you can use any option taken into account by the environments obtained via tcolorbox.

 $<sup>^{1}\</sup>mathrm{Code}$  is formatted using the minted and tcolorbox packages.

<sup>&</sup>lt;sup>2</sup>The name of the macro \tdoclatexin comes from " $in\cdot line\ L^{\!\!A}T_{\!\!E\!\!}X$ ".

<sup>&</sup>lt;sup>3</sup>A background colour is deliberately used to subtly highlight the \LaTeX codes.

<sup>&</sup>lt;sup>4</sup>std refers to the "standard" behaviour of tcolorbox in relation to the minted library.

For example, the following modifications can be made if required.<sup>5</sup>

 $This\ gives:$ 

## 🙎 Warning.

To obtain the default formatting for a code beginning with a bracket or a rafter, you'll need to do a bit of fiddling, as shown below.

```
| \begin{tdoclatex}[] | [Strange... Or not!] | \end{tdoclatex} | OR. | \begin{tdoclatex} <> \string < Strange... Or not! > \end{tdoclatex}
```

This gives:

```
[Strange... Or not!]
[Strange... Or not!]
```

OR.

```
\string<Strange... Or not!>
<Strange... Or not!>
```

Another method is to use the \string primitive, as shown below.

```
\begin{tdoclatex}
\string[Strange... Or not!]
\end{tdoclatex}
OR.
\begin{tdoclatex}
\string<Strange... Or not!>
\end{tdoclatex}
```

This gives:

```
[Strange... Or not!]

[Strange... Or not!]

OR.
```

<sup>&</sup>lt;sup>5</sup>This documentation uses the options between rafters to obtain correct rendering of code producing shaded frames: see the section ?? on page ??.

<pre><strange not!="" or=""></strange></pre>	
<strange not!="" or=""></strange>	