Linguagem de Marcação

"A markup language is a system for annotating a document in a way that is syntactically distinguishable from the text"

-Merriam-Webster Dictionary

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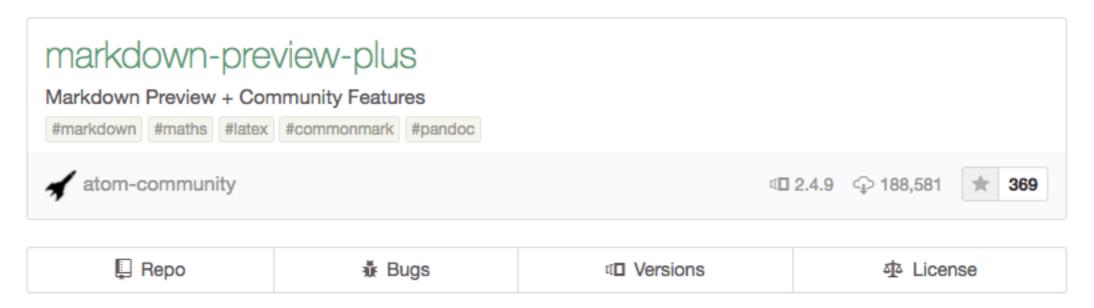
Markdown (.md)

Estruturas	.md	
Título	#	
Parágrafo	quebra linha	
Itálico	*	
Negrito	**	

Markdown (.md)

Lorem ipsum dolor

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Flag as spam or malicious

Markdown Preview Plus (MPP)



Markdown Preview Plus (MPP) is a fork of Markdown Preview that provides a real-time preview of markdown documents.

Should you have any problems while installing or using MPP please open up a new issue.

CommonMark Spec

Version 0.27 (2016-11-18) John MacFarlane



1 Introduction 1.1 What is Markdown? 1.2 Why is a spec needed? 1.3 About this document 2 Preliminaries 2.1 Characters and lines 2.2 Tabs 2.3 Insecure characters 3 Blocks and inlines 3.1 Precedence 3.2 Container blocks and leaf blocks 4 Leaf blocks 4.1 Thematic breaks 4.2 ATX headings 4.3 Setext headings 4.4 Indented code blocks 4.5 Fenced code blocks 4.6 HTML blocks 4.7 Link reference definitions 4.8 Paragraphs 4.9 Blank lines 5 Container blocks

5.1 Block quotes

5.2 List items

http://spec.commonmark.org/0.27/

Lorem ipsum dolor

\section*{ Lorem ipsum dolor}

Lorem ipsum dolor

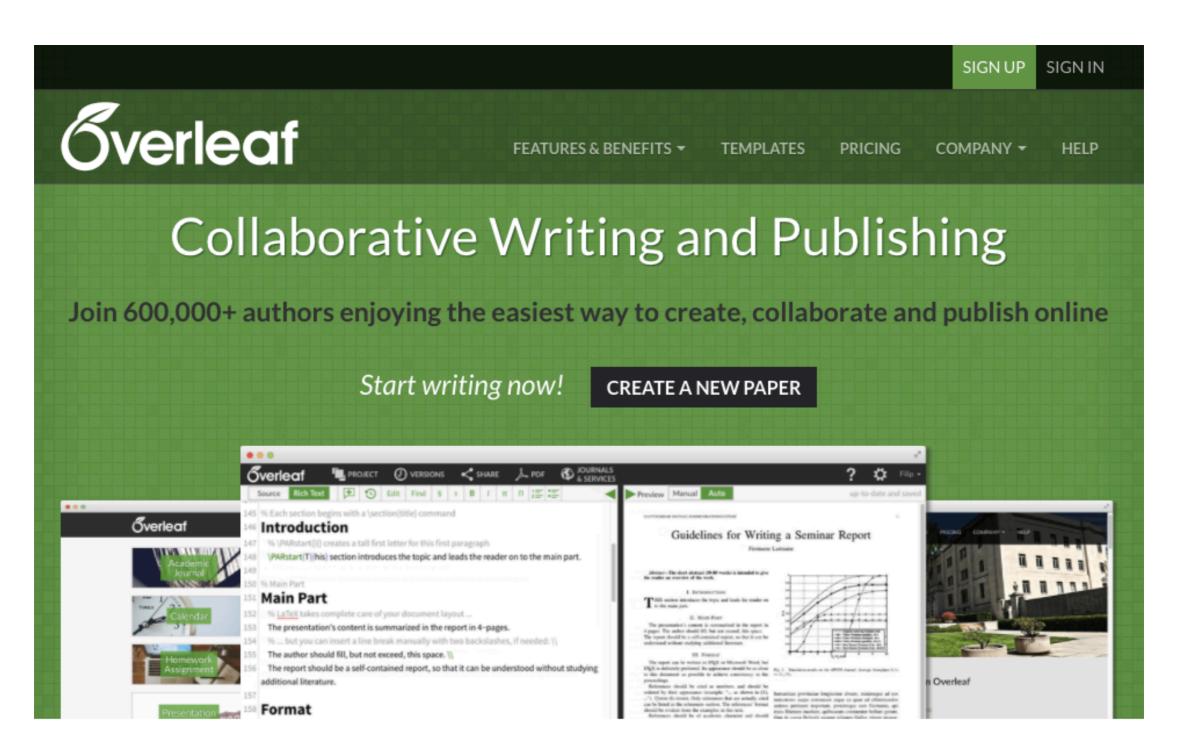
LaTeX (.tex)

Estruturas	.md	.tex	
Título	#	\section*	
Parágrafo	quebra linha	quebra linha	
Itálico	*	\textit	
Negrito	**	\textbf	

LaTeX (.tex)

\section*{Lorem ipsum dolor}

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LaTeX – A document preparation system

LaTeX is a high-quality typesetting system; it includes features designed for the production of technical and scientific documentation. LaTeX is the de facto standard for the communication and publication of scientific documents. LaTeX is available as free software.

Recent News

Apr 16, 2017

New LaTeX release -- Issue 27 of LaTeX2e news released

Mar 9, 2017

New snapshot (SVN 6984) of LaTeX3 code released to CTAN

Mar 8, 2017

Videos from the 2016 TUG conference

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LaTeX the product

Introduction

Short introduction to LaTeX. Learn what LaTeX is, which features it has, and how it works.

Getting LaTeX

Learn how and where to get LaTeX for Linux, Mac OS X, Windows and Online.

The LaTeX3 Project

LaTeX3 Project

The LaTeX3 project is a long-term research project to develop the next version of the LaTeX typesetting system.

Publications

A selection of articles, slides, conference papers, videos etc. published by the LaTeX3 project.

https://www.latex-project.org/

Lorem ipsum dolor

<titulo> Lorem ipsum dolor</titulo>

Lorem ipsum dolor

XML (.xml)

Estrutura	.md	.tex	.xml
Título	#	\section*	<titulo></titulo>
Parágrafo	quebra linha	quebra linha	<paragrafo></paragrafo>
Itálico	*	\textit	<italico></italico>
Negrito	**	\textbf	<negrito></negrito>

XML (.xml)

<titulo>Lorem ipsum dolor</titulo>

<paragrafo><italico>Lorem</italico> ipsum
<negrito>dolor</negrito> sit amet, consectetur
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Que programa usar?



Extensible Markup Language (XML) 1.0 (Fifth Edition)

W3C Recommendation 26 November 2008

Note: On 7 February 2013, this specification was modified in place to replace broken links to RFC4646 and RFC4647.

This version:

http://www.w3.org/TR/2008/REC-xml-20081126/

Latest version:

http://www.w3.org/TR/xml/

Previous versions:

http://www.w3.org/TR/2008/PER-xml-20080205/ http://www.w3.org/TR/2006/REC-xml-20060816/

Editors:

Tim Bray, Textuality and Netscape textuality.com
Jean Paoli, Microsoft jeanpa@microsoft.com
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Eve Maler, Sun Microsystems, Inc. textuality.com

Please refer to the errata for this document, which may include some normative corrections.

https://www.w3.org/TR/xml/

Lorem ipsum dolor

<h1> Lorem ipsum dolor</h1>

Lorem ipsum dolor

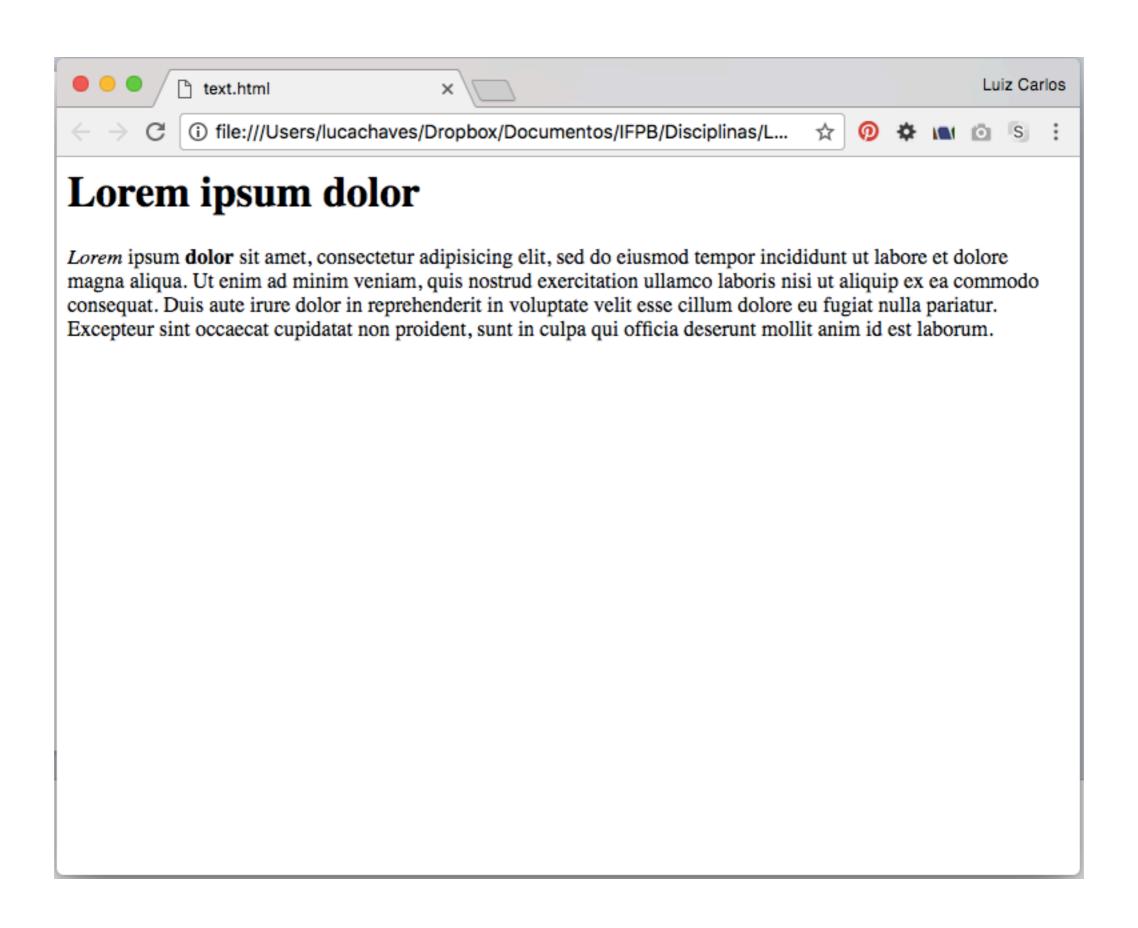
HTML (.html)

Estrutura	.md	.tex	.xml	.hml
Título	#	\section	<titulo></titulo>	<h1></h1>
Parágrafo	ql	ql	<paragrafo></paragrafo>	>
Itálico	*	\textit	<italico></italico>	<i>></i>
Negrito	**	\textbf	<negrito></negrito>	

HTML (.html)

<h1>Lorem ipsum dolor</h1>

<i>Lorem</i> ipsum <body>dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.



HTML 5.1

W3C Recommendation, 1 November 2016



This version:

https://www.w3.org/TR/2016/REC-html51-20161101/

Latest published version:

https://www.w3.org/TR/html51/

Latest version of HTML:

https://www.w3.org/TR/html/

Editor's Draft:

https://w3c.github.io/html/

Previous Versions:

https://www.w3.org/TR/2016/PR-html51-20160915/

Editors:

Steve Faulkner (The Paciello Group)

Arron Eicholz (Microsoft)

Travis Leithead (Microsoft)

Alex Danilo (Google)

Former Editors:

1

https://www.w3.org/TR/html/

Marcação além dos Documentos

Gráficos svg



Gráficos svg



```
<svg version="1.1"
    baseProfile="full"
    width="300" height="200"
    xmlns="http://www.w3.org/2000/svg">

    <rect width="100%" height="100%" fill="red" />
    <circle cx="150" cy="100" r="80" fill="green" />
    <text x="150" y="125" font-size="60"
    text-anchor="middle" fill="white">SVG</text>
</svg>
```

https://www.w3.org/Graphics/SVG/

Fórmulas MathML

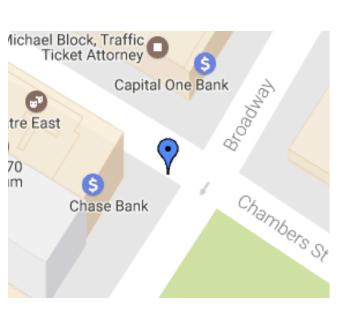
$$ax^2 + bx + c$$

Fórmulas MathML

```
<?xml version="1.0" encoding="UTF-8"?>
              <!DOCTYPE math PUBLIC
                 "-//W3C//DTD MathML 2.0//EN"
                 "http://www.w3.org/Math/DTD/mathml2/mathml2.dtd">
              <math xmlns="http://www.w3.org/1998/Math/MathML">
                <mrow>
                  <mi>a</mi>
                  <mo>&InvisibleTimes;</mo>
                  <msup>
                    <mi>x</mi>
ax^2 + bx + c
                    <mn>2</mn>
                  </msup>
                  <mo>+</mo>
                  <mi>>b</mi>
                  <mo>&InvisibleTimes; </mo>
                  <mi>x</mi>
                  <mo>+</mo>
                  <mi>c</mi>
                </mrow>
```

https://www.w3.org/TR/MathML/

Anotações em Mapa кмь

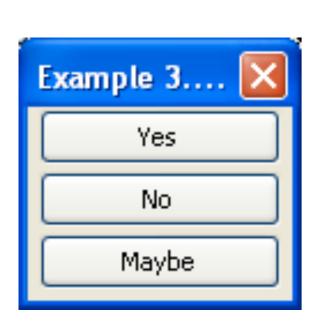


Anotações em Mapa кмь

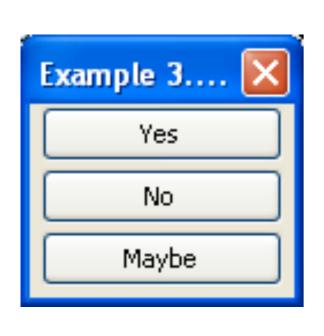
</kml>

http://www.opengeospatial.org/standards/kml/

Interfaces xul



Interfaces xul



Resumindo

- Linguagem Marcação ajuda a definir estruturas e dados
- Cada linguagem possui marcadores específicos definidos através de normas
- Quanto mais simples, menor o tamanho do arquivo
- Marcadores exigem programas específicos (manipulação e visualização)