

# Markdown Style Guide

Isomorph Research Laboratories :: Dept of the Unreal

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## Flavors of markdown

Accepted flavors of markdown are as follows, in order of preference:

1. pandoc markdown
2. GitHub markdown <sup>1</sup>

## Title Block <sup>2</sup>

It is preferred to use YAML frontmatter blocks to store information regarding title, authors, and date, following the format:

```
---
title: title
author: semicolon; separated; authors
date: day month year
---
```

## Sections

Top-Level sections should be used for any top level topics discussed in the document, as well as title and author information if not using a pandoc tile block.

Section titles, contrary to many styleguides for markdown, should not be wrapped by empty lines, but instead be preceded by exactly one empty line (or a parent section), and followed immediately by the content of the section, or a subsection title.

For example:

```
# H1
Here is H1 level content
```

---

<sup>1</sup>GitHub markdown is preferred for ReadMe documents distributed with source code.

<sup>2</sup>If title YAML blocks are rendered by GitHub markdown, it will be rendered as a table.

```
## H2
### H3
Content for subsection.

### H3-2
Content for second subsection.
```

## Column Width (Line Length)

Lines should be no more than 80 characters long, with the one exception of footnotes. If a line will exceed the 80-char limit by even one character, insert a newline before the last word in the line, and continue on the next line. It is advised that you set a vertical ruler at both 80 and 100 character column widths in your editor of choice, as these are the most common limits in Isomorph Research Laboratories style guides.

## Footnotes

Footnotes should always be in the form of full, readable sentences, with proper capitalization and punctuation. Footnotes are preferred for all asides, as they are less intrusive to reading than inline notes. For examples regarding correct use of footnotes, refer to the footnotes contained within this document.

## Text Formatting

### Bold

Bold excerpts should use the double-asterisk (**word**) form of notation in all cases. Double underscores should never be used for bolding, in order to allow for easier unrendered reading, since the presence of asterisks can be used to interpret boldness, rather than requiring a count of asterisks present.

### Italics

Italic excerpts should use the single-underscore (*word*) form of notation in all cases. Single asterisks should never be used for italics, in order to allow for easier unrendered reading, since the presence of underscores can then always be used to interpret boldness, rather than requiring a count of underscores present.

### Bold and Italics

In the case where something is bolded and italicized, the bold should be the inner formatting, while the italization should be the outer formatting (***word***).

Note that only asterisks are used for bolding, and underscores for italics, as prescribed earlier.

## Verbatim

Verbatim should be used only to refer to terms that may be confusing when formatted otherwise, such as variable names or filenames. Verbatim is almost always used to format things that should be entered into a computer or other piece of equipment verbatim, hence the name.

Verbatim should *never* be used for code blocks. In cases of code, always prefer code blocks, as they allow syntax highlighting for easier parsing.

## Code Blocks

Code blocks should only be used for code snippets (even one-liners), or other compiled/interpreted text. Markdown allows for syntax highlighting in code blocks, by following the initial three backticks with the name of the language being used in the code block. If you are unsure how this language is abbreviated for markdown, it is easily google-able.

Use of a code block for both a single line and section of C++:

```
void printUserId(int id, char mode);

void printUserId(int id, char mode) {
    if (mode == 'd') {
        std::cout << "<< USER ID: " << id << ">>=" << std::endl;
    }
    return;
}
```