The algxpar package*

Jander Moreira
moreira.jander@gmail.com

November 19, 2019

Abstract

The algxpar packages is an extension of the algorithmicx package to handle multiline text with the proper indentation.

Contents

*This document corresponds to algxpar v0.9, dated 2019/10/24.

Change History

v0.9

General: Initial version 1

1 Introduction

I teach algorithms and programming and adopted the algorithmicx package (algpseudocode) to typeset my code, as it provides a clean, easy to read pseudolanguage algorithms with a minimum effort to write.

As part of the teaching process, I use very verbose commands in my algorithms before the students start to use more sintetic text. For example, I use "*Iniciate a counter c with the value* 0", what will become "$c \leftarrow 0$" later. This leads to sentences that often span the text for multiple lines, specially in two-column documents with nested structures.

Unfortunatelly, algorithmicx has no support for multiline statements natively, but it can adapted to use `\parbox`es to achive this goal.

This package, therefore, extends macros to handle multiple lines in a seamlessly way. Some new commands and features are also added.

2 Instalation

The package algxpar is provided by the files `algxpar.ins` and `algxpar.dtx`.

If the `.sty` file is not available, it can be generated by running the following at a command line prompt.

```
latex algxpar.ins
```

Then the generated `algxpar.sty` must be copied to a directory searched by LaTeX. Package dependencies can be checked in section 6.

3 Usage

The package must be loaded using

```
\usepackage[⟨options⟩]{algxpar}
```

The only option to the package is `brazilian`, which sets the pseudocode "reserved words" to Brazilian Portuguese, so `\While` is rendered **enquanto** instead of **while**, for example. No other language is supported so far, but a translation can be easily achieved (see section 7).

4 Writing pseudocode

The algorithms must be written using the `algorithmic` environment and use basically the same set of macros defined by algpseudcode.

```
\begin{algorithmic}
    ⟨contents⟩
\end{algorithmic}
```

Example

Consider the following code.

```
\begin{algorithmic}
\Function{Max}{$a, b$}
    \If{$a > b$}
        \Statep{\Return $a$}
    \Else
        \Statep{\Return $b$}
    \EndIf
\EndFunction
\end{algorithmic}
```

The corresponding typeset is shown below.

function MAX(a, b)
  if $a > b$ **then**
    return a
  else
    return b
  end if
end function

4.1 Header

A header for the algorithm is proposed so the algorithm can provide a description, its inputs and outputs, as well as the preconditions and post-conditions Therefore, new macros are defined.

`\Description` `\Input` `\Output` `\Require` `\Ensure`

A description can be provided for the sake of code documentation. The macro `\Description` is used to provide such a text. The input requirements for the algorithm uses the clause `\Input` and the produced by the code should be expressed with `\Output`. Also, the possibility to use `\Require` and `\Ensure` remains.

Examples

```
\Description Evaluates and prints the factorial of $n$
\Input A non-negative integer number $n$
\Output The value of the factorial $n$
```

Description: Evaluates and prints the factorial of n
Input: A non-negative integer number n
Output: The value of the factorial n

```
\Require $n \in \{1, 2, \ldots, 10\}$
\Ensure $k = \max(1, 2, \ldots, 10)$
```

Require: $n \in \{1, 2, \ldots, 10\}$
Ensure: $k = \max(1, 2, \ldots, 10)$

4.2 Constants and identifiers

`\True` `\False` `\Nil` `\Id`

Some additional macros were added: `\True`, `\False`, and `\Nil`, producing TRUE, FALSE, and NIL, respectively.

The macro `\Id{`⟨*id*⟩`}` was included to support long variable names, such as *maxval* or *count*, for example. This macro handles better ligatures and accented characters than the regular math mode. `$offered$` results in $offered$ and `\Id{offered}` produces *offered*. With accented characters, `$magnético$` and `\Id{magnético}` result in *magntico* and *magnético*, respectively.

`\TextString`

For literal constants, usually represented quoted in programs and algorithms, the macro `\TextString{`⟨*text*⟩`}` is provided, so `\TextString{Error}` produces "`Error`".

`\VisibleSpace`

An additional macro called `\VisibleSpace` is also provided to produce ␣. Sometimes the number of spaces is relevant in text strings, so one can write `\TextString{a\VisibleSpace\VisibleSpace\VisibleSpace b}` to get "a␣␣␣b".

The macros `\Id` and `\TextString` work in text and math modes.

4.3 Assignment, reading and writing

`\gets`

The default symbol for assigning values to variables is ←, provided by `\gets`. This is a clearer option, once the equal sign is left just for comparisons.

`\Read` `\Write`

Although not common in algorithms published in scientific journals, explicit reading and writing is necessary for basic algorithms. Therefore `\Read` and `\Write` fulfills this need.

```
\Statep{\Read\ $a, b$}
\Statep{$s \gets a + b$}
\Statep{\Write\ $s$}
```

▷

read a, b
$s \leftarrow a + b$
write s

4.4 Comments

Comments use the symbol ▷ preceding the commented text and stay close to the left margin. Comment macros are intended to be used with `\State` or `\Statex`, when no multiline handling is done. Comments with multiline control are considered starting at section 4.5.

`\Comment` The macro `\Comment{`⟨*text*⟩`}` puts ⟨*text*⟩ at the end of the line.

`\Commentl` A variant, `\Commentl{`⟨*text*⟩`}`, places the commented text without moving it to the left margin. It is a "local" comment.

`\CommentIn` A third option is `\CommentIn{`⟨*text*⟩`}`, that places the comment locally, but finishes it with ◁. Yes, that is really ugly.

```
\State\Commentl{Simple counter}
\State $c \gets 1$\Comment{initialize conter}
\State $n \gets \Call{FirstInstance}{}$
\While{$n < 0$}
    \State $c \gets c + 1$\Comment{counts one more}
    \State $n \gets \mbox{\CommentIn{all new} } \Call{NewInstance}{}$
\EndWhile
```

▷ *Simple counter*
$c \leftarrow 1$ ▷ *initialize conter*
$n \leftarrow$ FirstInstance( )
while $n < 0$ **do**
  $c \leftarrow c + 1$ ▷ *counts one more*
  $n \leftarrow$ ▷ *all new* ◁ NewInstance( )
end while

4.5 Statements

`\Statep` The statements should use `\Statep{`⟨*text*⟩`}`, which defines a hang indent for continued lines. The algorithmicx's `\State` and `\Statex` can be used as well.

`\State`
`\Statex` In opposition to `\State` and `\Statex`, which uses justified text, `\Statep` aligns only to the left, what is aesthetically better than justification in my opinion.

Since `\Statep` uses a `\parbox` to span the text over multiple lines, no room is left for a comment. When needed a comment can be added through the optional argument: `\Statep[`⟨*comment*⟩`]{`⟨*text*⟩`}`.

Example

```
\Statep{Calculate the value of $x$ using $k$ and $m$,
 considering the stochastic distribution}
\Statep[$k \neq 0$, $m > k$]{Calculate the value of $x$
using $k$ and $m$, considering the stochastic distribution}
```

Calculate the value of x using k and m, considering the stochastic distribution

Calculate the value of x using k and m, considering the stochastic distribution ▷ $k \neq 0$, $m > k$

4.6 Conditionals

The traditional **if-then-else** structure is suported, handling nested commands as well. An **else if** construction avoids nesting **if**s and getting too much indentation. The macros are: `\If`, `\Else`, and `\ElsIf`.

`\If` `\Else` `\If[`⟨*comment*⟩`]{`⟨*condition*⟩`}` is used for conditional execution and is ended with a `\EndIf`. The optional ⟨*comment*⟩ is typeset to the left and the ⟨*condition*⟩ is put in a `\parbox`. Regular `\Comment` and `\Commentl` can be used after `\Else`.

`\ElsIf` The **else if** clause is specified by `\ElsIf[`⟨*comment*⟩`]{`⟨*condition*⟩`}`.

`\Switch` `\EndSwitch` `\Case` `\EndCase` `\Otherwise` `\EndOtherwise` Flow control using a selection structure are provided by the macro `\Switch[`⟨*comment*⟩`]{`⟨*selector*⟩`}`, ended with `\EndSwitch`. Each matching clause uses `\Case[`⟨*comment*⟩`]{`⟨*value*⟩`}` and `\EndCase`. The default uses `\Otherwise` and `\EndOtherwise`.

To specify ranges, the macro `\Range[`⟨*step*⟩`]{`⟨*start*⟩`}{`⟨*end*⟩`}` can be used. For example, `\Range{1}{10}` outputs 1..10 and `\Range[2]{0}{10}` prints 0..10:2.

Examples

```
\If{$a < 0$}
    \Statep{$a \gets 0$}
\EndIf
```

---

if $a < 0$ **then**
  $a \leftarrow 0$
end if

```
\If[closing doors]{the building is empty and the
  security system is active}
    \Statep{$\Id{status} \gets \TextString{ok}$}
\Else
    \Statep{$\Id{status} \gets \TextString{not ok}$}
```

▷

```
\EndIf
```

---

if the building is empty and the security system is active **then** ▷ *closing doors*
  status ← "ok"
else
  status ← "not ok"
end if

```
\If[desired status]{$n \geq 0.8$}
    \Statep{$\Id{status} \gets \TextString{excelent}$}
\ElsIf{$n \geq 0.7$}
    \Statep{$\Id{status} \gets \TextString{great}$}
\ElsIf{$n \geq 0.5$}
    \Statep{$\Id{status} \gets \TextString{good}$}
\ElsIf{$n \geq 0.2$}
    \Statep{$\Id{status} \gets \TextString{not so good}$}
\Else\Comment{minimum not achieved}
    \Statep{$\Id{status} \gets \TextString{call for help}$}
\EndIf
```

---

if $n \geq 0.8$ **then** ▷ *desired status*
  status ← "excelent"
else if $n \geq 0.7$ **then**
  status ← "great"
else if $n \geq 0.5$ **then**
  status ← "good"
else if $n \geq 0.2$ **then**
  status ← "not so good"
else ▷ *minimum not achieved*
  status ← "call for help"
end if

```
\Switch[$1 \leq \Id{month} \leq 12$]{\Id{month}}
    \Case{2}
        \If{\Call{IsLeapYear}{\Id{year}}}
            \Statep{$n_{days} \gets 29$}
        \Else
            \Statep{$n_{days} \gets 28$}
        \EndIf
    \EndCase
    \Case{4, 6, 9, 11}
        \Statep{$n_{days} \gets 30$}
    \EndCase
```

▷

```
    \Otherwise\Comment{1, 3, 5, 7, 8, 10, 12}
        \Statep{$n_{days} \gets 31$}
    \EndOtherwise
\EndSwitch
```

---

switch *month* **of** ▷ $1 \leq month \leq 12$
  case 2 **do**
    if IsLeapYear(*year*) **then**
      $n_{days} \leftarrow 29$
    else
      $n_{days} \leftarrow 28$
    end if
  end case
  case 4, 6, 9, 11 **do**
    $n_{days} \leftarrow 30$
  end case
  otherwise do ▷ *1, 3, 5, 7, 8, 10, 12*
    $n_{days} \leftarrow 31$
  end otherwise
end switch

4.7 Loops

Loops uses **while**, **repeat until**, and **for** flow control.

`\While` `\EndWhile` Loops with condition on top uses `\While[`⟨*comment*⟩`]{`⟨*condition*⟩`}` and are ended with `\EndWhile`.

`\Repeat` `\Until` When loops have their termination condition tested at the bottom, the macros `\Repeat` and `\Until[`⟨*comment*⟩`]{`⟨*condition*⟩`}` are used.

`\For` `\ForAll` `\ForEach` The **for** loop starts with `\For[`⟨*comment*⟩`]{`⟨*condition*⟩`}` and ends with `\EndFor`. To make things more versatile, `\For` can be replaced by `\ForAll` or `\ForEach`.

`\To` `\DownTo` `\Step` Some macros for supporting loops are also provided: `\To`, `\DownTo`, and `\Step`, which defaults to **to**, **downto**, and **step**, repectively.

Examples

```
\While{there is data in the input stream and no
    termination signal was received}
    \Statep{Get element $e$ from the input stream}
    \Statep{\Call{Process}{$e$}}
\EndWhile
```

▷

while there is data in the input stream and no termination signal was received **do**
  Get element e from the input stream
  PROCESS(e)
end while

```
\Statep[$n_1, n_2 > 0$]{Let $n_1$ and $n_2$
be the two integers in order to find the greatest
number that divides both}
\Repeat
  \Statep[$n_1 \bmod n_2$]{Set \Id{rest} as the
      rest of the integer
      division of $n_1$ by $n_2$}
  \Statep{Redefine $n_1$ with the value of $n_2$}
  \Statep{Redefine $n_2$ with the value of \Id{rest}}
\Until[terminates]{$\Id{rest} = 0$}
\Statep[greatest common divisor]{Set $m$ to the value of $n_1$}
```

Let n_1 and n_2 be the two integers in order to find the greatest number that divides both ▷ $n_1, n_2 > 0$
repeat
  Set *rest* as the rest of the integer division of n_1 by n_2 ▷ $n_1 \bmod n_2$
  Redefine n_1 with the value of n_2
  Redefine n_2 with the value of *rest*
until *rest* $= 0$ ▷ *terminates*
Set m to the value of n_1 ▷ *greatest common divisor*

```
\For{$i \gets n-1$ \DownTo\ $0$}
  \Statep{$s \gets s + i$}
\EndFor
```

for $i \leftarrow n - 1$ **downto** 0 **do**
  $s \leftarrow s + i$
end for

```
\ForEach[main transactions]{transaction $t$ in the flow
    of transactions for month $m$}
    \Statep{\Call{ProcessTransaction}{$t$}}
\EndFor
```

▷

for each transaction t in the flow of transactions for month m **do** ▷ *main transactions*
    ProcessTransaction(t)
end for

```
\ForAll{$e$ in set $M$}
    \Statep{\Call{ProcessElement}{$e$}}
\EndFor
```

for all e in set M **do**
    ProcessElement(e)
end for

4.8 Procedures and functions

\Procedure
\EndProcedure
\Function
\EndFunction
\Return

Procedure and functions are supported with `\Procedure{`⟨*name*⟩`}{`⟨*arguments*⟩`}` and `\EndProcedure` and `\Function{`⟨*name*⟩`}{`⟨*arguments*⟩`}` and `\EndFunction`. The return value for functions use `\Return`.

Examples

```
\Procedure{PrintError}{$code$}
    \Switch{$code$}
        \Case{1}
            \Statep{\Write\ \TextString{Not found}}
        \EndCase
        \Case{2}
            \Statep{\Write\ \TextString{Access denied}}
        \EndCase
        \Case{3}
            \Statep{\Write\ \TextString{Blocked}}
        \EndCase
        \Otherwise
            \Statep{\Write\ \TextString{Unknown}}
        \EndOtherwise
    \EndSwitch
\EndProcedure
```

procedure PrintError(*code*)
    switch *code* **of**
        case 1 **do**
            write "Not found"
        end case
▷

```
        case 2 do
            write "Access denied"
        end case
        case 3 do
            write "Blocked"
        end case
        otherwise do
            write "Unknown"
        end otherwise
    end switch
end procedure
```

```
\Function{CelsiusToFahrenheit}{$t$}
    \Statep{\Return $\dfrac{9}{5}t + 32$}
\EndFunction
```

---

function CelsiusToFahrenheit(t)
    return $\frac{9}{5}t + 32$
end function

```
\Function[many parameters]{MyFunction}
   {$a$, $b$, $c$, $d$, $e$, $f$, $g$, $h$, $i$, $j$, $k$, $l$}
    \Statep{\Return $\dfrac{a+b+c+d}{f+g+hi^{j}}kl$}
\EndFunction
```

---

function MyFunction(a, b, c, d, e, f, g, h, i, j, k, l) ▷ *many parameters*
    return $\frac{a+b+c+d}{f+g+hi^j}kl$
end function

5 Extras

`\NewLine` Sometimes just letting the `\parbox` handle the line breaks is not enough. The macro `\NewLine` can be used to manually break lines.

`DefineCode` `\UseCode` `\ShowCode` It is possible to define pieces of code for later use. Using the environment `DefineCode` with a ⟨*name*⟩, a part of the pseudocode can be specified and used with `\UseCode{`⟨*name*⟩`}`. The ⟨*name*⟩ provided should be unique; when repeated the code is overwritten. The macro `\ShowCode[`⟨*options*⟩`]{`⟨*name*⟩`}` displays the saved code *verbatim*. Any option for `\VerbatimInput` from fancyvrb can be specified in ⟨*options*⟩. All chuncks of code are written to temporary files.

Examples

```
\If{$h > 0$ and\NewLine
        ($n_1 \neq 0$ or $n_2 < n_1$) and \NewLine
        $p \neq \Nil$}
    \Statep{\Call{DoSomething}{}}
\Else
    \Statep{\Call{DoSomethingElse}{}}
\EndIf
```

---

if $h > 0$ and
  ($n_1 \neq 0$ or $n_2 < n_1$) and
  $p \neq$ NIL **then**
    DOSOMETHING( )
else
    DOSOMETHINGELSE( )
end if

```
\begin{DefineCode}{half_in_out}
    \Input A number $n$
    \Output Half of $n$ (i.e., $n/2$)
\end{DefineCode}
\begin{DefineCode}{half_code}
    \Statep[in]{Get $n$}
    \Statep[out]{Print $n/2$}
\end{DefineCode}
```

Inside `algorithmic` one can use the following definitions.

```
\UseCode{half_in_out}
\Statep{\Commentl{Code}}
\UseCode{half_code}
```

Input: A number n
Output: Half of n (i.e., $n/2$)
  ▷ *Code*
  Get n ▷ *in*
  Print $n/2$ ▷ *out*

The source is shown by `\ShowCode{half_code}`.

```
\Statep[in]{Get $n$}
\Statep[out]{Print $n/2$}
```

6 Implementation

This package is algxpar v0.9 – LaTeX 2_ε.

```
\NeedsTeXFormat{LaTeX2e}[2005/12/01]
\ProvidesPackage{algxpar}
[2019/10/24 v0.9 Algorithms with multiline/paragraph support]
\newif\ifaxp@brazilian\axp@brazilianfalse
\DeclareOption{brazilian}{\axp@braziliantrue}
\DeclareOption*{\PackageWarning{algxpar}{Unknown `\CurrentOption'}}
\ProcessOptions\relax
```

ragged2e: for `\RaggedRight`
listings: to get accented characters in verbatim mode (pt_BR)
amsmath, amssymb: for `\trianglerighteq` and `\triangleleft`
xcolor: gray color for `\VisibleSpace`
tcolorbox: verbatim save to file
fancyvrb: verbatim read from file with tabs

```
\RequirePackage{algorithmicx}
\RequirePackage{algpseudocode}
\RequirePackage{ragged2e}
\RequirePackage{listings}
\RequirePackage{amsmath, amssymb}
\RequirePackage{xcolor}
\RequirePackage{tcolorbox} % to save verbatim
\RequirePackage{fancyvrb} % to load verbatim preserving tabs
```

\True
\False
\Nil
\Id
\TextString
\VisibleSpace

```
\algnewcommand\algorithmictrue{\textsc{True}}
\algnewcommand\algorithmicfalse{\textsc{False}}
\algnewcommand\algorithmicnil{\textsc{Nil}}
\algnewcommand\True{\mbox{\algorithmictrue}}
\algnewcommand\False{\mbox{\algorithmicfalse}}
\algnewcommand\Nil{\mbox{\algorithmicnil}}
\newcommand{\Id}[1]{\mbox{\textit{\rmfamily #1}}}
\newcommand{\TextString}[1]{\textrm{\normalfont``{\ttfamily\mbox{#1}}''}}
\algnewcommand{\VisibleSpace}{\textrm{\color{black!70}\textvisiblespace}}
```

\Description
\Input
\Output
\Ensure
\Require

```
\algnewcommand\algorithmicdescription{\textbf{Description}}
\algnewcommand\algorithmicinput{\textbf{Input}}
\algnewcommand\algorithmicoutput{\textbf{Output}}
\algrenewcommand\algorithmicensure{\textbf{Ensure}}
\algrenewcommand\algorithmicrequire{\textbf{Require}}
\algnewcommand\Description{\item[\algorithmicdescription:]}
\algnewcommand\Input{\item[\algorithmicinput:]}
\algnewcommand\Output{\item[\algorithmicoutput:]}
\algrenewcommand\Ensure{\item[\algorithmicensure:]}
\algrenewcommand\Require{\item[\algorithmicrequire:]}
```

```
     \Read
    \Write  \algnewcommand{\algorithmicread}{\textbf{read}}
            \algnewcommand{\algorithmicwrite}{\textbf{write}}
            \algnewcommand{\Read}{\algorithmicread}
            \algnewcommand{\Write}{\algorithmicwrite}

  \Comment
 \Commentl  \newcommand{\axp@commentleftsymbol}{$\triangleright$}
\CommentIn  \newcommand{\axp@commentrightsymbol}{$\triangleleft$}
            \algnewcommand{\CommentIn}[1]{\axp@commentleftsymbol~%
              \textsl{#1}~\axp@commentrightsymbol}
            \algnewcommand{\Commentl}[1]{\axp@commentleftsymbol~\textsl{#1}}
            \algrenewcommand{\algorithmiccomment}[1]{%
            \def\tmp{#1}%
            \ifx\tmp\empty\else%
            \hfill\Commentl{#1}%
            \fi
            }

   \Statep
            \newlength{\axp@stateindent}
            \setlength{\axp@stateindent}{\dimexpr\algorithmicindent/2\relax}
            \algnewcommand{\Statep}[2][]{\State\algparbox[#1]{#2}{\axp@stateindent}}

    \While
 \EndWhile  \newlength{\axp@whilewidth}
            \algblockdefx{While}{EndWhile}%
            [2][]{%
            \settowidth{\axp@whilewidth}{\algorithmicwhile\ }%
            \algparbox[#1]{\algorithmicwhile\ #2~\algorithmicdo}{\axp@whilewidth}%
            }%
            {\algorithmicend\ \algorithmicwhile}

   \Repeat
    \Until  \newlength{\axp@untilwidth}
            \algblockdefx{Repeat}{Until}%
            {\algorithmicrepeat}%
            [2][]{%
            \settowidth{\axp@untilwidth}{\algorithmicuntil\ }%
            \axp@algparbox{#1}{\algorithmicuntil\ #2}{\axp@untilwidth}{0}%
            }

      \If
    \Else   \newlength{\axp@ifwidth}
    \ElsIf  \newlength{\axp@elseifwidth}
    \EndIf  \algblockdefx[If]{If}{EndIf}%
            [2][]{%
            \settowidth{\axp@ifwidth}{\algorithmicif\ }%
            \algparbox[#1]{\algorithmicif\ #2~\algorithmicthen}{\axp@ifwidth}%
```

```
}
{\algorithmicend\ \algorithmicif}
\algcblockx[If]{If}{ElsIf}{EndIf}
[2][]{%
\settowidth{\axp@elseifwidth}{\algorithmicelse\ \algorithmicif\ }%
\algparbox[#1]{\algorithmicelse~\algorithmicif\ #2~\algorithmicthen}{\axp@elseifwidth}%
}
{\algorithmicend\ \algorithmicif}
\algcblockx{If}{Else}{EndIf}
{\textbf{\algorithmicelse}}
{\textbf{\algorithmicend~\algorithmicif}}
```

```
\Switch
\EndSwitch
\Case
\EndCase
\Otherwise
\EndOtherwise
\Range
```

```
\algnewcommand{\algorithmicswitch}{\textbf{switch}}
\algnewcommand{\algorithmicof}{\textbf{of}}
\algnewcommand{\algorithmiccase}{\textbf{case}}
\algnewcommand{\algorithmicotherwise}{\textbf{otherwise}}
\newlength{\axp@switchwidth}
\algblockdefx{Switch}{EndSwitch}%
[2][]{%
\settowidth{\axp@switchwidth}{\algorithmicswitch\ }%
\algparbox[#1]{\algorithmicswitch\ #2~\algorithmicof}{\axp@switchwidth}%
}
{\algorithmicend~\algorithmicswitch}
\newlength{\axp@casewidth}
\algblockdefx{Case}{EndCase}%
[2][]{%
\settowidth{\axp@casewidth}{\algorithmiccase\ }%
\algparbox[#1]{\algorithmiccase\ #2~\algorithmicdo}{\axp@casewidth}%
}
{\algorithmicend~\algorithmiccase}
\algblockdefx{Otherwise}{EndOtherwise}%
{\algorithmicotherwise~\algorithmicdo}%
{\textbf{\algorithmicend\ \algorithmicotherwise}}
\newcommand{\Range}[3][]{%
\ensuremath{%
#2%
\def\temp{#1}%
\mathcal{\ldotp\ldotp}#3
\ifx\temp\empty\relax\else{\ensuremath{\mathcal{:}#1}}\fi%
}%
}
```

```
\For
\ForEch
\ForAll
\EndFor
\To
\DownTo
\Step
```

```
\algnewcommand{\To}{\textbf{to}}
\algnewcommand{\DownTo}{\textbf{downto}}
\algnewcommand{\Step}{\textbf{step}}
\newlength{\axp@forwidth}
\algblockdefx{For}{EndFor}%
[2][]{%
```

```
\settowidth{\axp@forwidth}{\algorithmicfor\ }%
\algparbox[#1]{\algorithmicfor\ #2~\algorithmicdo}{\axp@forwidth}%
}
{\algorithmicend\ \algorithmicfor}
\algnewcommand{\algorithmicforeach}{\textbf{for~each}}
\newlength{\axp@foreachwidth}
\algblockdefx{ForEach}{EndFor}%
[2][]{%
\settowidth{\axp@foreachwidth}{\algorithmicforeach\ }%
\algparbox[#1]{\algorithmicforeach\ #2~\algorithmicdo}{\axp@foreachwidth}%
}
{\algorithmicend\~\algorithmicfor}
\newlength{\axp@forallwidth}
\algblockdefx{ForAll}{EndFor}%
[2][]{%
\settowidth{\axp@forallwidth}{\algorithmicforall\ }%
\algparbox[#1]{\algorithmicforall\ #2~\algorithmicdo}{\axp@forallwidth}%
}%
{\algorithmicend\ \algorithmicfor}
```

\Procedure
\EndProcedure
\Function
\EndFunction
\Call

```
\newlength{\axp@procedurewidth}
\newlength{\axp@namewidth}
\algblockdefx{Procedure}{EndProcedure}%
[3][]{%
\settowidth{\axp@procedurewidth}{\algorithmicprocedure~}%
\settowidth{\axp@namewidth}{\textsc{#2}()}%
\addtolength{\axp@procedurewidth}{0.6\axp@namewidth}%
\algparbox[#1]{\algorithmicprocedure\ \textsc{#2}(#3)}{\axp@procedurewidth}
}%
{\algorithmicend\ \algorithmicprocedure}
\newlength{\axp@functionwidth}
\algblockdefx{Function}{EndFunction}%
[3][]{%
\settowidth{\axp@functionwidth}{\algorithmicfunction~}%
\settowidth{\axp@namewidth}{\textsc{#2}()}%
\addtolength{\axp@functionwidth}{0.6\axp@namewidth}%
\algparbox[#1]{\algorithmicfunction\ \textsc{#2}(#3)}{\axp@functionwidth}
}%
{\algorithmicend\ \algorithmicfunction}
\algrenewcommand\Call[2]{%
\def\argstmp{#2}%
\textsc{#1}\ifx\argstmp\empty\mbox{(\hskip0.5ex)}\else(#2)\fi%
}
```

\NewLine

```
\newcommand{\NewLine}{\\}
```

DefineCode
\UseCode
\ShowCode

```
\newenvironment{DefineCode}[1]
{\begingroup\tcbverbatimwrite{\jobname_code_#1.tmp}}
{\endtcbverbatimwrite\endgroup}
\newcommand{\UseCode}[1]{\input{\jobname_code_#1.tmp}}
\newcommand{\ShowCode}[2][]{{\small\VerbatimInput[tabsize=4, #1]%
{\jobname_code_#2.tmp}}}
```

\alglinenumber

```
\algrenewcommand{\alglinenumber}[1]%
  {\hspace{-1em}\color{black!35}{\scriptsize#1}{\tiny$\blacktriangleright$}}
```

\axp@algparbox

```
\newlength{\axp@commentwidth}
\setlength{\axp@commentwidth}{0pt}
\newcommand{\algparbox}[3][]{\axp@algparbox{#1}{#2}{#3}{1}}

\newlength{\axp@largestcommentwidth}
\setlength{\axp@largestcommentwidth}{0.3\linewidth}
\newcommand{\axp@algparbox}[4]{%
    \def\temp{#1}%
    \ifx\temp\empty%
        \setlength{\axp@commentwidth}{-2em}%
    \else%
        \settowidth{\axp@commentwidth}{\axp@commentleftsymbol\ #1}%
        \ifdim\axp@commentwidth>\axp@largestcommentwidth\relax%
            \setlength{\axp@commentwidth}{\axp@largestcommentwidth}%
        \fi%
    \fi%
    \renewcommand{\NewLine}{\\\hspace{#3}}%
    \parbox[t]{\dimexpr\linewidth-\axp@commentwidth-%
        (\algorithmicindent)*(\theALG@nested - #4)-2em}%
        {\RaggedRight\setlength{\hangindent}{#3}#2\strut}%
    \ifx\temp\empty\else%
        \hfill\axp@commentleftsymbol\hspace{0.5em}%
        \parbox[t]{\axp@commentwidth}{\slshape\RaggedRight#1}%
    \fi%
    \renewcommand{\NewLine}{\\}%
}

\lstset{
literate=
{á}{{\'a}}1 {é}{{\'e}}1 {í}{{\'i}}1 {ó}{{\'o}}1 {ú}{{\'u}}1
{Á}{{\'A}}1 {É}{{\'E}}1 {Í}{{\'I}}1 {Ő}{{\'O}}1 {Ű}{{\'U}}1
{à}{{\`a}}1 {è}{{\`e}}1 {ì}{{\`i}}1 {ò}{{\`o}}1 {ù}{{\`u}}1
{À}{{\`A}}1 {È}{{\'E}}1 {Ì}{{\`I}}1 {Ò}{{\`O}}1 {Ù}{{\`U}}1
{ä}{{\"a}}1 {ë}{{\"e}}1 {ï}{{\"i}}1 {ö}{{\"o}}1 {ü}{{\"u}}1
{ã}{{\~a}}1 {õ}{{\~o}}1
{Ã}{{\~A}}1 {Õ}{{\~O}}1
{Ä}{{\"A}}1 {Ë}{{\"E}}1 {Ï}{{\"I}}1 {Ö}{{\"O}}1 {Ü}{{\"U}}1
{â}{{\^a}}1 {ê}{{\^e}}1 {î}{{\^i}}1 {ô}{{\^o}}1 {û}{{\^u}}1
```

```
{Â}{{\^A}}1 {Ê}{{\^E}}1 {Î}{{\^I}}1 {Ô}{{\^O}}1 {Û}{{\^U}}1
{ç}{{\c c}}1 {Ç}{{\c C}}1
{ø}{{\o}}1 {å}{{\r a}}1 {Å}{{\r A}}1
{œ}{{\oe}}1 {Œ}{{\OE}}1 {æ}{{\ae}}1 {Æ}{{\AE}}1
{ß}{{\ss}}1
{ű}{{\H{u}}}1 {Ű}{{\H{U}}}1 {ő}{{\H{o}}}1 {Ő}{{\H{O}}}1
{£}{{\pounds}}1
{«}{{\guillemotleft}}1
{»}{{\guillemotright}}1
{ñ}{{\~n}}1 {Ñ}{{\~N}}1 {¿}{{?‘}}1
}
```

7 Customization

By default, the longest width for a comment at the right margin is `0.3\linewidth`. This can be changed using something like the code below.

```
\makeatletter
\setlength{\axp@largestcommentwidth}{⟨new length⟩}
\makeatother
```

The assignment sign can be changed from ← to anything else, as well as the symbols used in comments.

```
\renewcommand{\gets}{\mathop{::=}}
\renewcommand{\axp@commentleftsymbol}{\texttt{//}}
\renewcommand{\axp@commentrightsymbol}{\texttt{*/}}
```

The translation to Brazilian Portugues is straight forward.

```
\ifaxp@brazilian
\RequirePackage{icomma} % comma as decimal separator
\algrenewcommand\algorithmicdescription{\textbf{Descrição}}
\algrenewcommand\algorithmicinput{\textbf{Entrada}}
\algrenewcommand\algorithmicoutput{\textbf{Saída}}
\algrenewcommand\algorithmicrequire{\textbf{Pré}}
\algrenewcommand\algorithmicensure{\textbf{Pós}}
\algrenewcommand{\algorithmicend}{\textbf{fim}}
\algrenewcommand{\algorithmicif}{\textbf{se}}
\algrenewcommand{\algorithmicthen}{\textbf{então}}
\algrenewcommand{\algorithmicelse}{\textbf{senão}}
\algrenewcommand{\algorithmicswitch}{\textbf{escolha}}
\algrenewcommand{\algorithmicof}{\textbf{de}}
\algrenewcommand{\algorithmiccase}{\textbf{caso}}
\algrenewcommand{\algorithmicotherwise}{\textbf{caso~contrário}}
\algrenewcommand{\algorithmicfor}{\textbf{para}}
\algrenewcommand{\algorithmicdo}{\textbf{faça}}
\algrenewcommand{\algorithmicwhile}{\textbf{enquanto}}
```

```
\algrenewcommand{\algorithmicforall}{\textbf{para cada}}
\algrenewcommand{\algorithmicrepeat}{\textbf{repita}}
\algrenewcommand{\algorithmicuntil}{\textbf{até que}}
\algrenewcommand{\algorithmicloop}{\textbf{repita}}
\algrenewcommand{\algorithmicforeach}{\textbf{para~cada}}
\algrenewcommand{\algorithmicforall}{\textbf{para~todo}}
\algrenewcommand{\algorithmicfunction}{\textbf{função}}
\algrenewcommand{\algorithmicprocedure}{\textbf{procedimento}}
\algrenewcommand{\algorithmicreturn}{\textbf{retorne}}
\algrenewcommand\algorithmictrue{\textsc{Verdadeiro}}
\algrenewcommand\algorithmicfalse{\textsc{Falso}}
\algrenewcommand\algorithmicnil{\textsc{Nulo}}
\algrenewcommand{\algorithmicread}{\textbf{leia}}
\algrenewcommand{\algorithmicwrite}{\textbf{escreva}}
\algrenewcommand{\To}{\textbf{até}}
\algrenewcommand{\DownTo}{\textbf{decrescente~até}}
\algrenewcommand{\Step}{\textbf{passo}}
\fi
```

8 To do...

There are lots of improvements to make in the code. I recognize it!

Appendix

A An example

```
\Description Inserts a new item in the B-tree structure,
    handling only the root node
\Input The \Id{item} to be inserted
\Output Returns \True\ in case of success, \False\ in
    case of failure (i.e., duplicated keys)
\Function{Insert}{\Id{item}}
    \If{\Id{tree.root address} is \Nil}
        \Statep{\Commentl{Create first node}}
        \Statep[\Nil\ = new node]{$\Id{new root node}
            \gets \Call{GetNode}{\Nil}$}
        \Statep[only item]{Insert \Id{item} in \Id{new
            root node} and set both  its left and right
            childs to \Nil; also set \Id{new root
            node.count} to 1}
        \Statep[first node is always a leaf]{Set \Id{new
            root node.type} to \Leaf}
        \Statep[flag that node must be updated in file]
            {Set \Id{new root node.modified} to \True}
```

▷

```
            \Statep{\Call{WriteNode}{\Id{new root node}}}
            \Statep{$\Id{tree.root address} \gets
                \Id{new root node.address}$}
            \Statep[update root address in file]
                {\Call{WriteRootAddress}{}}
            \Statep{\Return \True}
        \Else
            \Statep{\Commentl{Insert in existing tree}}
            \Statep[]{$\Id{success}$,
            $\Id{promoted item}$, $\Id{new node address} \gets
                \Call{SearchInsert}{\Id{tree.root address},
                \Id{item}}$}
            \If[root has splitted]{\Id{success} and
                ${\Id{new node address}\neq\Nil}$}
                \Statep[new root]{$\Id{new root node} \gets
                    \Call{GetNode}{\Nil}$}
                \Statep{Insert \Id{promoted item} in \Id{new
                    root node} and set \Id{new root node.count}
                    to 1}
                \Statep[tree height grows]{Set \Id{item}'s
                    left child to \Id{tree.root
                    address} and right child to \Id{new
                    node address}}
                \Statep[not a leaf]{Set \Id{new root
                        node.type} to \Internal}
                \Statep{Set \Id{new root node.modified}
                    to \True}
                \Statep{\Call{WriteNode}{\Id{new root
                    node}}}
                \Statep{$\Id{tree.root address} \gets
                    \Id{new root node.address}$}
                \Statep[update root address in
                    file]{\Call{WriteRootAddress}{}}
            \EndIf
            \Statep[insertion status]{\Return \Id{success}}
        \EndIf
    \EndFunction
```

Description: Inserts a new item in the B-tree structure, handling only the root node

Input: The *item* to be inserted

Output: Returns TRUE in case of success, FALSE in case of failure (i.e., duplicated keys)

function INSERT(*item*)

if *tree.root address* is NIL **then**

▷ *Create first node*

▷

```
        new root node ← GetNode(Nil)                    ▷ Nil = new node
        Insert item in new root node and set both       ▷ only item
          its left and right childs to Nil; also set
          new root node.count to 1
        Set new root node.type to Leaf                  ▷ first node is always a
                                                          leaf
        Set new root node.modified to True              ▷ flag that node must be
                                                          updated in file
        WriteNode(new root node)
        tree.root address ← new root node.address
        WriteRootAddress( )                             ▷ update root address in
                                                          file
        return True
    else
        ▷ Insert in existing tree
        success, promoted item, new node address    ←
          SearchInsert(tree.root address, item)
        if success and                                  ▷ root has splitted
           new node address ≠ Nil then
            new root node ← GetNode(Nil)                ▷ new root
            Insert promoted item in new root node and set
              new root node.count to 1
            Set item's left child to                    ▷ tree height grows
              tree.root address and right child to
              new node address
            Set new root node.type to Internal          ▷ not a leaf
            Set new root node.modified to True
            WriteNode(new root node)
            tree.root address ← new root node.address
            WriteRootAddress( )                         ▷ update root address in
                                                          file
        end if
        return success                                  ▷ insertion status
    end if
end function
```

Index