Chapter 1

Code

1.1 verbatim

1.1.1 Inline code

\verb|<text>| ("|" can be replaced by any character except "*")

```
\verb|Hello, world!| Hello, world!
```

1.1.2 Code block

\begin{verbatim} ... \end{verbatim}

```
begin{verbatim}

def hello():
    print("Hello, world!")

def hello():
    print("Hello, world!")
```

1.2 listings

\usepackage{listings}

1.2.1 Inline code

\lstinline!<text>! ("|" can be replaced by any character)

```
\lstinline|Hello, world!| Hello, world!
```

1.2.2 Code block

\begin{lstlisting} ... \end{lstlisting}

```
begin{lstlisting}
def hello():
    print("Hello, world!")
    lend{lstlisting}

def hello():
    print("Hello, world!")
```

1.2.3 Input file

\lstinputlisting{<file-path>}

```
def hello():
print("Hello, world!")
```

1.3 minted

\usepackage{listings}

Minted uses Pygments for syntax highlighting.

Install Python and then Pygments.

```
$ pip install Pygments
```

To use Pygments on LATEX, you need to pass -shell-escape flag to LATEX.

```
1 $ lualatex -shell-escape <file>
```

If you want to compile LATEX document containing minted with Visual Studio Code and LaTeX Workshop Plugin, add the following to settings.json.

```
"%DOC%"
11
          ],
12
          "env": {}
13
        },
14
15
          "name": "bibtex",
16
          "command": "bibtex",
17
          "args": [
18
            "%DOCFILE%"
19
          ],
          "env": {}
21
        }
22
     ],
23
     "latex-workshop.latex.recipes": [
24
25
          "name": "lualatex",
26
          "tools": [
27
            "lualatex"
28
29
        },
30
          "name": "lualatex -> bibtex -> lualatex * 2",
32
          "tools": [
33
            "lualatex",
34
            "bibtex",
35
            "lualatex",
36
            "lualatex"
37
          ]
38
        }
39
     ]
40
   }
41
```

1.3.1 Inline code

\mintinline{<language>}{<text>}

1.3.2 Code block

For single line: \mint{<language>}{<text>}

```
1 \mint{python}{
2 print("Hello, world!")
3 }
1 print("Hello, world!")
```

For multiple lines: \begin{minted} ... \end{minted}

1.3.3 Input file

\inputminted{<language>}{<file-path>}

1.3.4 Options

Setting global minted options

inline & code blocks

```
\setminted{<options>}
setminted[<language>]{<options>}
```

inline

```
\setmintedinline{<options>}
\setmintedinline[<language] {<options>}
```

Defining shortcuts

minted environment

```
\newminted{<language>}{<options>} % default environment-name:

\( \to <\language>\code \\
\text{newminted[<environment-name>]}{<language>}{<options>}
\)
\text{begin{<environment-name>}}
\\
\text{end{<environment-name>}}
\]
```

mint command

```
1 \newmint{<language>}{<options>} % default macro-name: <language>
2 \newmint[<macro-name>]{<language>}{<options>}
3
4 \cdot macro-name>/<text>/ % ``/'' can be replaces by any character
```

mintinline command

inputminted command

```
\newmintedfile{<language>}{<options>} % default macro-name:
\( \to <\language>file
\]
newmintedfile[<macro-name>]{<language>}{<options>}
\( \alpha \alp
```

Available options

- autogobble (boolean): Remove gobble (leading whitespace)
- breaklines (boolean): Automatically break long lines
- frame (none | left line | topline | bottomline | lines | single): Put lines around the code
- linenos (boolean): Linen numbers
- numbersep (dimension): Gap between numbers and start of line

```
1 \setminted{
2   autogobble,
3   breaklines,
4   frame=single,
5   linenos,
6   numbersep=2mm,
7  }
```