# **Example Manual**

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TEST321: example-caption!::imagesdir:images

This is a user manual for an example project.

## Introduction

This project does something. We just haven't decided what that is yet.

## **Source Code**

Java code from project

```
public boolean contains(String haystack, String needle) {
   return haystack.contains(needle); ①
}
```

1 return statement

This page was built by the following command:

```
$ mvn
```

## **Images**

[sunset] | sunset.jpg

## **Attributes**

Built-in

asciidoctor-version

2.0.20

safe-mode-name

unsafe

docdir

/home/rchubugin/git/cv-adock-pdf/src/docs/asciidoc

docfile

/home/rchubugin/git/cv-adock-pdf/src/docs/asciidoc/example-manual.adoc

### imagesdir

{imagesdir}

Custom

#### sourcedir

/home/rchubugin/git/cv-adock-pdf/src/main/java

## **Includes**

Example 2. include::subdir/\_b.adoc[]

content from src/docs/asciidoc/subdir/\_b.adoc.

Example 1. include::\_c.adoc[]

content from src/docs/asciidoc/subdir/c.adoc.



Includes can be tricky!

## Source Code and Syntax Highlighting

This section shows some code highlighting examples.

## Ruby example

Inline Ruby code

```
=begin
This program will
print "Hello world".
=end

puts 'Hello world'
```

## Java example

Inline Java code

```
/**
 * This is a Java "Hello world" example.
 * @param args arguments
 *
 * @since 1.3
 */
public class Test {
   public static void main(String[] args) {
      System.out.println("Hello World!"); ①
   }
}
```

1 This is where the fun happens

## **Groovy example**

Included Groovy code (from code\_snippets/groovy.groovy)

```
def printHello (toWho = "World") {
    println "Hello $toWho!!"
}

// Passing some value
printHello('Asciidoctor')

// Using default value
printHello()
```

## Scala example

Inline Scala code

```
/**
 * This is a simple scala example
 */
object HelloWorld {
  def main(args: Array[String]) {
    println("Hello, world!")
  }
}
```

## HTML example

Inline HTML code

## JavaScript example

Inline JavaScript code

```
if (console.log) {
  // greeting silently
  console.log('Hello World!!')
} else {
  // greeting in a pop up window
  alert('Hello World!')
}
```

## CoffeeScript example

Included CoffeeScript code (from code\_snippets/coffeeScript.coffee)

```
# Assignment:
number = 42
opposite = true
```

```
# Conditions:
number = -42 if opposite
# Functions:
square = (x) \rightarrow x * x
# Arrays:
list = [1, 2, 3, 4, 5]
# Objects:
math =
 root: Math.sqrt
 square: square
 cube: (x) \rightarrow x * square x
# Splats:
race = (winner, runners...) ->
 print winner, runners
# Existence:
alert "I knew it!" if elvis?
# Array comprehensions:
cubes = (math.cube num for num in list)
```