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%YAML 1.1    # Reference card
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Collection indicators:
  '?' : Key indicator.
  ':' : Value indicator.
  '- ' : Nested series entry indicator.
  ', ' : Separate in-line branch entries.
  '[' : Surround in-line series branch.
  '{ }' : Surround in-line keyed branch.
Scalar indicators:
  '''' : Surround in-line unescaped scalar ('' escaped ').
  '"' : Surround in-line escaped scalar (see escape codes below).
  '|' : Block scalar indicator.
  '>' : Folded scalar indicator.
  '- ' : Strip chomp modifier ('|- ' or '>- ').
  '+ ' : Keep chomp modifier ('|+ ' or '>+ ').
  1-9 : Explicit indentation modifier ('|1' or '>2').
      # Modifiers can be combined ('|2-', '>+1').
Alias indicators:
  '&' : Anchor property.
  '*' : Alias indicator.
Tag property: # Usually unspecified.
  none : Unspecified tag (automatically resolved by application).
  '!' : Non-specific tag (by default, "!!map"/"!!seq"/"!!str").
  '!foo' : Primary (by convention, means a local "foo" tag).
  '!!foo' : Secondary (by convention, means "tag:yaml.org,2002:foo").
  '!h!foo': Requires "%TAG !h! <prefix>" (and then means "<prefix>foo").
  '!<foo>': Verbatim tag (always means "foo").
Document indicators:
  '%' : Directive indicator.
  '---': Document header.
  '...': Document terminator.
Misc indicators:
  '#' : Throwaway comment indicator.
  '@' : Both reserved for future use.
Special keys:
  '=' : Default "value" mapping key.
  '<<' : Merge keys from another mapping.
Core types: # Default automatic tags.
  '!!map' : { Hash table, dictionary, mapping }
  '!!seq' : { List, array, tuple, vector, sequence }
  '!!str' : Unicode string
More types:
  '!!set' : { cherries, plums, apples }
  '!!omap': [ one: 1, two: 2 ]
Language Independent Scalar types:
{ ~, null } : Null (no value).
[ 1234, 0x4D2, 02333 ] : [ Decimal int, Hexadecimal int, Octal int ]
[ 1_230.15, 12.3015e+02 ] : [ Fixed float, Exponential float ]
[ .inf, -.Inf, .NAN ] : [ Infinity (float), Negative, Not a number ]
{ Y, true, Yes, ON } : Boolean true
{ n, FALSE, No, off } : Boolean false
? !!binary >
  R0lG...BADs=
: >-
  Base 64 binary value.
Escape codes:
Numeric : { "\x12": 8-bit, "\u1234": 16-bit, "\U00102030": 32-bit }
Protective: { "\\": '\', "\"": '"', "\'": "'", "<TAB>": TAB }
C : { "\0": NUL, "\a": BEL, "\b": BS, "\f": FF, "\n": LF, "\r": CR,
      "\t": TAB, "\v": VTAB }
Additional: { "\e": ESC, "\_": NBSP, "\N": NEL, "\L": LS, "\P": PS }
...
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