ProgramListing

John Doe   Ramon Casellas

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Chapter 1

Chapter

1.1 Section

```
<!-- Tabs should not have been lost!!! -->
<xsl:template match="note|important|warning|caution|tip">
    <xsl:choose>
        <xsl:when test="$admon.graphics != 0">
            <xsl:call-template name="graphical.admonition"/>
        </xsl:when>
        <xsl:otherwise>
            <xsl:call-template name="nongraphical.admonition"/>
        </xsl:otherwise>
    </xsl:choose>
</xsl:template>

<!-- User substitutes tabs with spaces -->
<xsl:template match="note|important|warning|caution|tip">
    <xsl:choose>
        <xsl:when test="$admon.graphics != 0">
            <xsl:call-template name="graphical.admonition"/>
        </xsl:when>
        <xsl:otherwise>
            <xsl:call-template name="nongraphical.admonition"/>
        </xsl:otherwise>
    </xsl:choose>
</xsl:template>
```

Figure 1.1 A program listing within a figure

```
<!-- TABS SHOULD NOT BE LOST!!!-->
<xsl:template match="note|important|warning|caution|tip">
    <xsl:choose>
        <xsl:when test="$admon.graphics != 0">
            <xsl:call-template name="graphical.admonition"/>
        </xsl:when>
        <xsl:otherwise>
            <xsl:call-template name="nongraphical.admonition"/>
        </xsl:otherwise>
    </xsl:choose>
</xsl:template>
```

Figure 1.2 A program listing within a figure, with line numbering

```
1      for (int i=0; i < 1; i++)
2          cout << "DB2LaTeX needs better documentation" << endl;
```

Line 1
 'Line 2'
 Line 3

```
Line 1
   'Line 2'
  Line 3
```

Example 1.1.1 A program listing within an example, with inline templates

```
for (int i=0; i < 1; i++)
    cout << "DB2LaTeX needs better documentation" << endl;
```