AsciiDoc Showcase

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1. Source Code

1.1. Inline Source Code



Copy & Paste Hell!

```
class Main {
  void main() {
    System.out.println("Hello, World!");
  }
}
```

1.2. Included Source Code



Why not use the actual sources with highlighting, line numbers, callouts, and skip the file header?

src/java/Main.java

```
1 class Main {
2    // tag::main[] ①
3    void main() {
4        System.out.println("Hello, World!");
5    }
6    // end::main[] ②
7 }
```

- 1 // tag::main[] starts a tag named "main"
- 2 // end::main[] ends the tag

Just the method defined with the main the tag and fix indentation:

```
void main() {
   System.out.println("Hello, World!");
}
```

2. Miscellaneous

2.1. Software Documentation

```
Ctrl + Alt + Delete
Press [OK]
Select File > Export > RAW
```

2.2. Sidebars



2.3. Anchors

Source Code

Color MindMap

Cameron Howe

Joe MacMillan

3. Lists

01. numbered
a. bulleted
• one
* two
a. with colored symbols (colors defined as roles in themes/basic-theme.yml)
▲ positive
▶ neutral
▼ negative
1. separate two consecutive lists with //
more content for the same item
<pre>System.out.println("YAY!");</pre>
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Integer ut odio augue. Na tristique rhoncus tortor, vitae sollicitudin risus hendrerit. 2. definition lists a. Question/Answer
1. What is the answer?42
2. Computer says? Is it safe?
No.
b. on next line
e.g.
for example
Do not confuse with i.e.
i.e.
that is
at al

and others

c. on same line

small



normal



large



3. includes with parameters

- Cameron Howe <c.howe@mutiny.com>
- Joe MacMillan <j.macmillan@calnect.com>

4. Tables

4.1. Simple

First	Last	Money (\$)
Homer	Simpson	-12.76
Marge	Simpson	4,538.90

4.2. Inline CSV

1	2	3
4	5	6
7	8	9

4.3. Included CSV

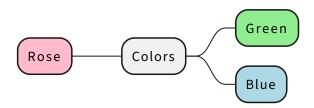
Height	Weight
15	23.4
17	26.7
23	45

4.4. Cell Content

Col 1	Col 2	Col 2	
	List <string> collector productList.stream getName).collect(Coll</string>	().map(Product::	
Source Code			
List	1. one 2. two a. two-one 3. three		
Table in Table	Col1	Col2	
	C11	C12	

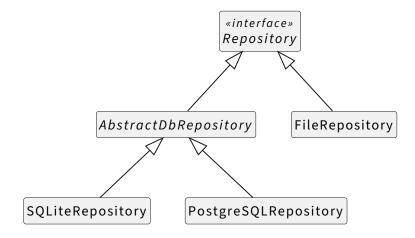
5. Diagrams

5.1. MindMap



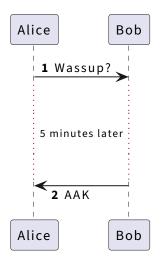
MindMap

5.2. Class Diagram



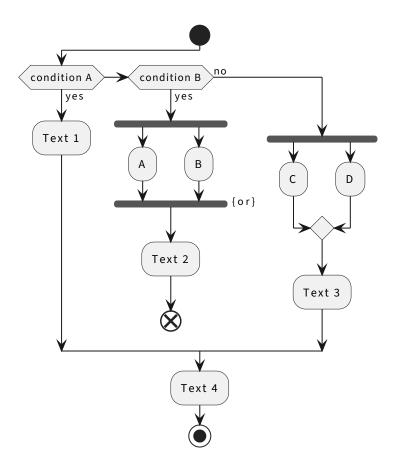
Class Diagram

5.3. Sequence Diagram



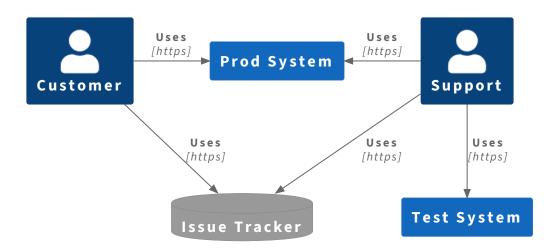
Sequence Diagram

5.4. Activity Diagram



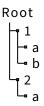
Activity Diagram

5.5. C4 Diagram



C4-PlantUML

5.6. Tree Diagram

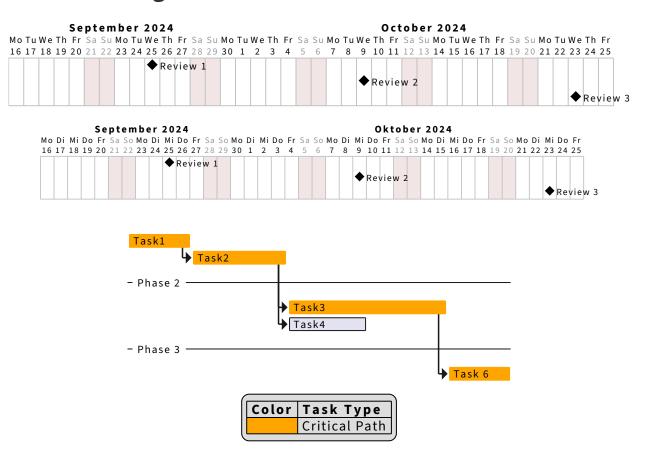


5.7. Math Diagrams

$$f\left(t
ight) = rac{a_0}{2} + \sum_{n=1}^{\infty} a_n \cos\left(rac{n\pi t}{L}
ight) + \sum_{n=1}^{\infty} b_n \sin\left(rac{n\pi t}{L}
ight) egin{bmatrix} a & b \ c & d \end{bmatrix} egin{bmatrix} n \ k \end{pmatrix}$$

Math Diagram

5.8. Gantt Diagrams



Gantt Diagram