

# A demonstration of **knitr** L<sup>A</sup>T<sub>E</sub>X themes

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See <https://gist.github.com/seananderson/6503371> for the R script to generate this file.

```
# acid
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# aiseered
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# andes
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# anotherdark
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# autumn
my_fn <- function(x) {
  print "Some text"
  y * 2
}
```

```
# baycomb
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# bclear
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# biogoo
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# bipolar
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# blacknblue
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# bluegreen
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# breeze
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# bright
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# camo
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# candy
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# clarity
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# dante
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# darkblue
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# darkbone
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# darkness
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# darkslategray
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# darkspectrum
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# default
      function
print "Some text"
```

```
# denim
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# dusk
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# earendel
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# easter
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-anjuta
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-eclipse
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-emacs
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-flashdevelop
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-gedit
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-jedit
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-kwrite
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-matlab
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-msvs2008
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-nedit
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-vim-dark
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```



```
# edit-vim
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# edit-xcode
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# ekvoli
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# fine_blue
  function
  print "Some text"
```

```
# freya
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# fruit
      function
    print "Some text"
```

```
# golden
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# greenlcd
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# kellys
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# leo
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# lucretia
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# manxome
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# maroloccio
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# matrix
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# moe
      function
print "Some text"
```

```
# molokai
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# moria
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# navajo-night
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# navy
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# neon
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# night
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# nightshimmer
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# nuvola
      function
print "Some text"
```

```
# olive
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# orion
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# pablo
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# peaksea
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# print
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# rand01
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# rdark
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# relaxedgreen
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# rootwater
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# seashell
      function
print "Some text"
```

```
# solarized-dark
print("this one")

## [1] "this one"

my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# solarized-light
my_fn <- function(x) {
  print "Some text"
  y * 2
}
```

```
# tabula
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# tcsoft
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# vampire
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# whitengrey
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# xoria256
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```



```
# zellner
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# zenburn
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```

```
# zmrok
my_fn <- function(x) {
  print("Some text")
  y * 2
}
```