# ppp Documentation

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## Abstract

ppp allows you to use pandoc in new ways by rendering ASCII-markup to beautiful pictures right from within pandoc's verbatim environments.

See below for illustrative examples and detailed usage instructions.

Bonus on top: Leaving out ppp form the typesetting pipeline will still render your document and the verbatims with the ASCII-markup will still stay readable!

2

# Contents

Abstract	2
General usage	5
General Renderers	5
General Options	5
ditaa Diagrams	6
ditaa Options	6
ditaa Examples	6
dot Diagrams	8
dot Options	8
dot Examples	8
neato Diagrams	9
neato Options	9
neato Examples	9
m yUML	11
yUML Options	11
yUML Examples	11
yUML Class diagrams	11
yuml Usecase diagrams	12
yuml Activity diagrams	13
plantuml	14
plantuml Options	14
plantuml Examples	14
plantuml Example 1	14
plantumi Evamplo 2	16

rdfdot Diagrams	19
rdfdot Options	19
rdfdot Examples	19
List of options	20
List of homepages and documentation to renderers	21
Credits and further references	21

## General usage

In each case, you will use pandoc's verbatim environment, set the rendering engine and additional options:

#### **General Renderers**

The renderers available to ppp are:

- ditaa
- yuml diagrams:
  - class diagramas (cf. Figure 5)
  - usecase diagramas (cf. Figure 6)
  - activity diagramss (cf. Figure 7)
- dot
- neato
- rdfdot
- plantuml

#### **General Options**

This is a list of the general options, compatible with any type of renderer:

- .scale=90%
- .label=fig:my-figure
- .title="Some label for the figure"

## ditaa Diagrams

In order to generate ditaa-diagrams, ditaa needs to be installed.

For an exhaustive list of options and possibilities, please check the ditaa homepage.

#### ditaa Options

Apart from the General Options, the possible options specific to ditaa are:

- .rounded-corners
- .no-shadows
- .no-antialias
- .no-separation

#### ditaa Examples

Using ditaa, the following markup will produce Figure 1.

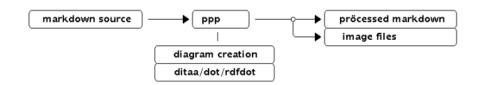


Figure 1: "The ppp and pandoc pipeline"

As a contrast, turning off several options, dita a will produce an output as in Figure 2:

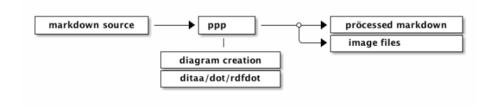


Figure 2: "The ppp and pandoc pipeline #2"

## dot Diagrams

dot rendering is done through GraphViz's engine. Please cf. Graphviz's Documentation for exact usage specifics on the usage of dot.

#### dot Options

• currently none apart from the General Options

#### dot Examples

With dot as the *renderer*, the following markup produces the figure as seen in Figure 3.

```
----- {.dot .scale=50% .title=dot Finite State Automaton .label=fig:dot-fsa}
digraph finite_state_machine {
    rankdir=LR;
    size="8.5"
    node [shape = doublecircle]; LR_0 LR_3 LR_4 LR_8;
    node [shape = circle];
    LR_0 -> LR_2 [ label = "SS(B)" ];
    LR_1 -> LR_3 [ label = "SS(S)" ];
    LR_1 -> LR_3 [ label = "SS(S)" ];
    LR_2 -> LR_6 [ label = "SS(b)" ];
    LR_2 -> LR_5 [ label = "SS(b)" ];
    LR_2 -> LR_5 [ label = "SS(A)" ];
    LR_5 -> LR_7 [ label = "S(A)" ];
    LR_6 -> LR_5 [ label = "S(b)" ];
    LR_6 -> LR_6 [ label = "S(b)" ];
    LR_6 -> LR_6 [ label = "S(b)" ];
    LR_7 -> LR_8 [ label = "S(b)" ];
    LR_7 -> LR_8 [ label = "S(b)" ];
    LR_7 -> LR_6 [ label = "S(a)" ];
    LR_8 -> LR_6 [ label = "S(a)" ];
}
```

8

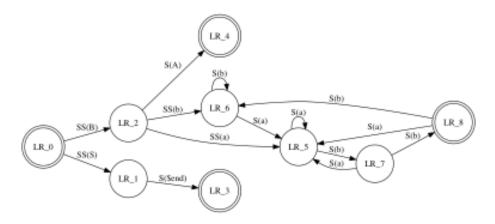


Figure 3: dot Finite State Automaton

## neato Diagrams

neato diagrams behave very similarly to dot Diagrams. Please cf dot Diagrams for more information

## neato Options

• same as dot Options

#### neato Examples

The following example produces Figure 4.

```
~~~~ {.neato .scale=50% .title=neato diagram .label=fig:neato-diagram}
graph G {
   n0 -- n1 -- n2 -- n3 -- n0;
}
```

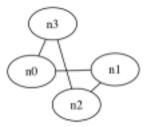


Figure 4: neato diagram

## yUML

yUML needs a network connection and uses http://yuml.me as the rendering service.

#### yUML Options

Options specific to yUML can be:

- .type=: any of [ class, activity, usecase ].style=: any of [ scruffy, boring, plain ]
- .direction=: any of [ LR, RL, TD, ]

#### yUML Examples

#### yUML Class diagrams

With yUML as the renderer, setting .type=class and using the style .style=boring, the following markup produces Figure 5.

```
---- {.yuml .style=boring .type=class .direction=TD .title=yUML class diagram .label=fig:yuml-class-diagram}

[Customer] +1 -> *[Order]
[Order] ++1 -items> *[LineItem]
[Order] -0..1> [PaymentMethod]
```

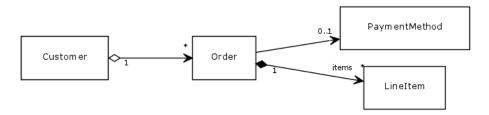


Figure 5: yUML class diagram

#### yuml Usecase diagrams

With scruffy style and .type=usecase, the following example produces Figure 6.

```
---- {.yuml .style=scruffy .type=usecase .title=yUML usecase diagram .label=fig:yuml-usecase-diagram}
// Cool Use Case Diagram
[Customer]-(Make Cup of Tea)
(Make Cup of Tea)<(Add Milk)
(Make Cup of Tea)>(Add Tea Bag)
```

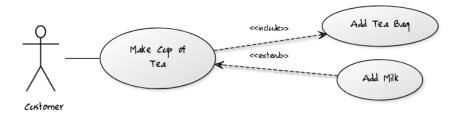


Figure 6: yUML usecase diagram

#### yuml Activity diagrams

Lastly, using .type=activity and .style=plain the following example produces Figure 7.

---- {.yuml .style=plain .type=activity .title=yUML activity Diagram .label=fig:yuml-activity-diagram} (start)->|a|,|a|->(Make Coffee)->|b|,|a|->(Make Breakfast)->|b|,|b|-><c>[want more coffee]->(Make Coffee),<c>[satisfied]->(end)

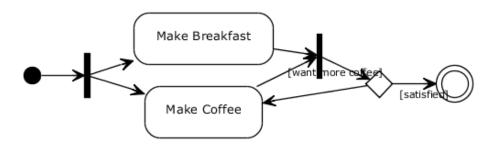


Figure 7: yUML activity Diagram

# plantuml

plantuml – based on graphviz –, has an extensive feature set

#### plantuml Options

• General Options

## plantuml Examples

#### plantuml Example 1

With *plantuml* as the renderer, the following markup produces Figure 8.

```
care {.plantuml}
@startuml
scale 350 width
[*] --> NotShooting

state NotShooting {
    [*] --> Idle
    Idle --> Configuring : EvConfig
    Configuring --> Idle : EvConfig
}

state Configuring {
    [*] --> NewValueSelection
    NewValueSelection --> NewValuePreview : EvNewValue
    NewValuePreview --> NewValueSelection : EvNewValueRejected
    NewValuePreview --> NewValueSelection : EvNewValueSaved

state NewValuePreview {
    State1 -> State2
    }
}
@enduml
```

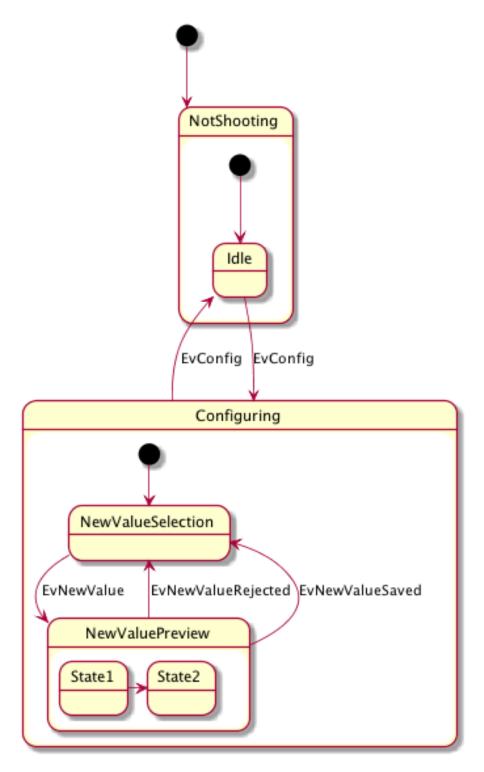


Figure 8: PlantIML Example 1

#### plantuml Example 2

If the colors don't match your taste exactly, add skinparam monochrome true to retrieve Figure 9.

```
~~~~ {.plantuml}
@startuml
skinparam monochrome true
actor User
participant "First Class" as A participant "Second Class" as B participant "Last Class" as C
User -> A: DoWork
activate A
A -> B: Create Request
activate B
B -> C: DoWork
activate C
C --> B: WorkDone destroy C
B --> A: Request Created
deactivate B
A --> User: Done
{\tt deactivate}\ {\tt A}
@enduml
```

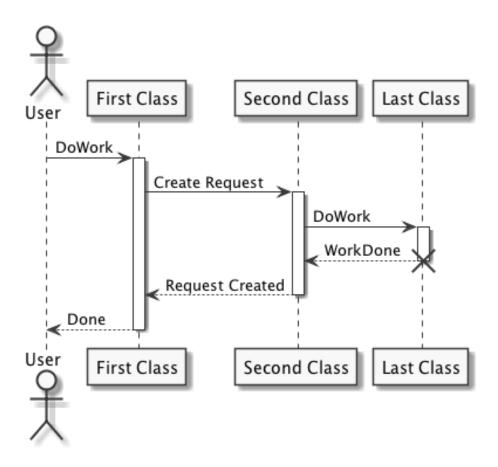


Figure 9: PlantUML Example 2

## rdfdot Diagrams

## rdfdot Options

• currently none apart from the General Options

## rdfdot Examples

The following example produces Figure 10 on page 19.

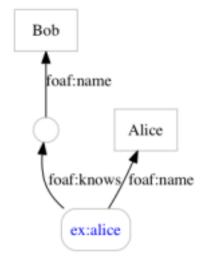


Figure 10: rdfdot Diagram

# List of options

Renderer	Option	possible values
General	.scale	1%-99%
	.label	fig:my-figure
	.title	"Some label for the figure"
ditaa	.rounded-corners	
	.no-shadows	
	.no-antialias	
	.no-separation	
$\operatorname{dot}$	N/A	
neato	N/A	
yUML	.type=	<pre>any of [ class, activity, usecase ]</pre>
	.style=	<pre>any of [ scruffy, boring, plain ]</pre>
	.direction=	any of [ $LR$ , $RL$ , $TD$ , ]
rdfdot	N/A	

Table 1: List of options

# List of homepages and documentation to renderers

Renderer	Links
ppp	(this document)
	https://metacpan.org/release/App-pandoc-preprocess
	https://github.com/xdbr/p5-App-pandoc-preprocess
ditaa	http://ditaa.sourceforge.net/
dot	http://www.graphviz.org/
neato	http://www.graphviz.org/
yUML	http://yuml.me/
	https://github.com/wandernauta/yuml
rdfdot	https://metacpan.org/pod/RDF::Trine::Exporter::GraphViz
plantuml	http://plantuml.sourceforge.net/

Table 2: List of options

## Credits and further references

- http://www.asciiflow.com/#Draw: an excellent helper for all things diagram
- http://randomdeterminism.wordpress.com/2012/06/01/how-i-stopped-worring-and-started-using-markdowgeneral introduction to another approach to typesetting and using gpp
- https://github.com/nichtich/ditaa-markdown: This is where the original idea came from
- gpp: http://files.nothingisreal.com/software/gpp/gpp.html

## List of Figures

1	"The ppp and pandoc pipeline"	6
2	"The ppp and pandoc pipeline $\#2$ "	7
3	dot Finite State Automaton	9
4	neato diagram	C

5	yUML class diagram	11
6	yUML usecase diagram	12
7	yUML activity Diagram	13
8	PlantUML Example 1	15
9	PlantUML Example 2	17
10	rdfdot Diagram	19