

The codedescribe and codelisting Packages

Version 1.7

Alceu Frigeri*

April 2025

Abstract

This documentation package is designed to be ‘as class independent as possible’, depending only on *expl3*, *scontents*, *listing* and *pifont*. Unlike other packages of the kind, a minimal set of macros/commands/environments is defined: most/all defined commands have an ‘object type’ as a *keyval* parameter, allowing for an easy expansion mechanism (instead of the usual ‘one set of macros/environments’ for each object type).

No assumption about page layout is made (besides ‘having a marginpar’), or underlying macros, so that it can be used with any document class.

Contents

1	Introduction	1
1.1	Single versus Multi-column Classes	2
1.2	Current Version	2
2	codelisting Package	2
2.1	In Memory Code Storage	2
2.2	Code Display/Demo	2
2.2.1	Code Keys	3
3	codedescribe Package	4
3.1	Package Options	4
3.2	Object Type keys	4
3.2.1	Format Keys	4
3.2.2	Format Groups	4
3.2.3	Object Types	5
3.2.4	Customization	5
3.3	Environments	6
3.4	Commands	6
3.5	Auxiliary Commands and Environment	7

1 Introduction

This package aims to document both **Document** level (i.e. final user) commands, as well **Package/Class** level commands. It’s fully implemented using *expl3* syntax and structures, in special *l3coffins*, *l3seq* and *l3keys*. Besides those *scontents* and *listing* packages are used to typeset code snippets. The package *pifont* is needed just to typeset those (open)stars, in case one wants to mark a command as (restricted) expandable.

No other package/class is needed, any class can be used as the base one, which allows to demonstrate the documented commands with any desired layout.

codelisting defines a few macros to display and demonstrate L^AT_EX code (using *listings* and *scontents*), whilst *codedescribe* defines a series of macros to display/enumerate macros and environments (somewhat resembling the *doc3* style).

*<https://github.com/alceu-frigeri/codedescribe>

1.1 Single versus Multi-column Classes

This package 'can' be used with multi-column classes, given that the `\linewidth` and `\columnsep` are defined appropriately. `\linewidth` shall default to text/column real width, whilst `\columnsep`, if needed (2 or more columns) shall be greater than `\marginparwidth` plus `\marginparsep`.

1.2 Current Version

This doc regards to `codedescribe` version 1.7 and `codelisting` version 1.7. Those two packages are fairly stable, and given the `<obj-type>` mechanism (see below, 3.2) they can be easily extended without changing it's interface.

2 codelisting Package

It requires two packages: `listings` and `scontents`, defines an environment: `codestore` and 3 main commands: `\tscode`, `\tsdemo` and `\tsresult` and 1 auxiliary command: `\setcodekeys`.

2.1 In Memory Code Storage

Thanks to `scontents` (`expl3` based) it's possible to store L^AT_EX code snippets in a `expl3` key.

```
codestore \begin{codestore} [<stcontents-keys>]  
\end{codestore}
```

This environment is an alias to `scontents` environment (from `scontents` package), all `scontents` keys are valid, with two additional ones: `st` and `store-at` which are aliases to the `store-env` key. If an 'isolated' `<st-name>` is given (unknown `key`), it is assumed 'by Default' that the environment body shall be stored in it (for use with `\tscode` and `\tsdemo`).

2.2 Code Display/Demo

```
\setcodekeys \setcodekeys {<code-keys>}
```

One has the option to set `<code-keys>` (see 2.2.1) per `\tscode`/`\tsdemo` call, or *globally*, better said, *in the called context group* .

N.B.: All `\tscode` and `\tsdemo` commands create a local group in which the `<code-keys>` are defined, and discarded once said local group is closed. `\setcodekeys` defines those keys in the *current* context/group.

```
\tscode* \tscode* [<code-keys>] {<st-name>}  
\tsdemo* \tsdemo* [<code-keys>] {<st-name>}  
\tsresult* \tsresult* [<code-keys>] {<st-name>}
```

update: 2024/01/06

`\tscode` just typesets `<st-name>` (the key-name created with `stcode`), in verbatim mode with syntax highlight. The non-star version centers it and use just half of the base line. The star version uses the full text width.

`\tsdemo*` first typesets `<st-name>`, as above, then it *executes* said code. The non-start versions place them side-by-side, whilst the star versions places one following the other.

(new 2024/01/06) `\tsresult*` only *executes* said code. The non-start versions centers it and use just half of the base line, whilst the star versions uses the full text width.

For Example:

L^AT_EX Code:

```
\begin{codestore}[stmeta]
  Some \LaTeX~coding, for example: \ldots.
\end{codestore}
This will just typesets \tsobj[key]{stmeta}:
\tscode*[codeprefix={Sample Code:}] {stmeta}
and this will demonstrate it, side by side with source code:
\tsdemo[numbers=left,ruleht=0.5,
  codeprefix={inner sample code},
  resultprefix={inner sample result}] {stmeta}
```

L^AT_EX Result:

This will just typesets *stmeta*:

Sample Code:

```
Some \LaTeX~coding, for example: \ldots.
```

and this will demonstrate it, side by side with source code:

inner sample code

inner sample result

```
1 Some \LaTeX~coding, for example: \ldots.      Some LATEX coding, for example: ....
```

2.2.1 Code Keys

Using a *key=value* syntax, one can fine tune *listings* syntax highlight.

<u>settexcs</u>	<i>settexcs</i> , <i>settexcs2</i> and <i>settexcs3</i>
<u>texcs</u>	<i>texcs</i> , <i>texcs2</i> and <i>texcs3</i>
<u>texcsstyle</u>	<i>texcsstyle</i> , <i>texcs2style</i> and <i>texcs3style</i>

Those define sets of L^AT_EX commands (csnames), the *set* variants initialize/redefine those sets (an empty list, clears the set), while the others extend those sets. The *style* ones redefines the command display style (an empty ⟨value⟩ resets the style to it's default).

<u>setkeywd</u>	<i>setkeywd</i> , <i>setkeywd2</i> and <i>setkeywd3</i>
<u>keywd</u>	<i>keywd</i> , <i>keywd2</i> and <i>keywd3</i>
<u>keywdstyle</u>	<i>keywdstyle</i> , <i>keywd2style</i> and <i>keywd3style</i>

Same for other *keywords* sets.

<u>setemph</u>	<i>setemph</i> , <i>setemph2</i> and <i>setemph3</i>
<u>emph</u>	<i>emph</i> , <i>emph2</i> and <i>emph3</i>
<u>emphstyle</u>	<i>emphstyle</i> , <i>emph2style</i> and <i>emph3style</i>

for some extra emphasis sets.

<u>numbers</u>	<i>numbers</i> and <i>numberstyle</i>
----------------	---------------------------------------

numberstyle *numbers* possible values are *none* (default) and *left* (to add tinny numbers to the left of the listing). With *numberstyle* one can redefine the numbering style.

<u>stringstyle</u>	<i>stringstyle</i> and <i>commentstyle</i>
<u>codestyle</u>	to redefine <i>strings</i> and <i>comments</i> formatting style.

<u>bckgndcolor</u>	<i>bckgndcolor</i>
	to change the listing background's color.

<u>codeprefix</u>	<i>codeprefix</i> and <i>resultprefix</i>
-------------------	---

resultprefix those set the *codeprefix* (default: L^AT_EX Code:) and *resultprefix* (default: L^AT_EX Result:)

<i>parindent</i>	<i>parindent</i>	Sets the indentation to be used when 'demonstrating' L ^A T _E X code (<code>\tsdemo</code>). Defaults to whatever value <code>\parindent</code> was when the package was first loaded.
<i>ruleht</i>	<i>ruleht</i>	When typesetting the 'code demo' (<code>\tsdemo</code>) a set of rules is drawn. The Default, 1, equals to <code>\arrayrulewidth</code> (usually 0.4pt).
<i>basicstyle</i>	<i>basicstyle</i>	Sets the base font style used when typesetting the 'code demo', default being <code>\footnotesize\ttfamily</code>

new: 2023/11/18

3 codedescribe Package

This package aims at minimizing the number of commands, having the object kind (if a macro, or a function, or environment, or variable, or key ...) as a parameter, allowing for a simple 'extension mechanism': other object types can be easily introduced without having to change, or add commands.

3.1 Package Options

It has a single package option:

`nolisting` it will suppress the `codelisting` package load. In case it isn't needed or another listing package will be used.

3.2 Object Type keys

The applied text format is defined in terms of `<obj-types>`, which are defined in terms of `<format-groups>` and each one defines a 'formatting function', 'font shape', bracketing, etc. to be applied.

3.2.1 Format Keys

There is a set of primitive `<format-keys>` used to define `<format-groups>` and `<obj-types>`, which are:

<i>meta</i>	to typeset between angles,
<i>xmeta</i>	to typeset <code>*verbatim*</code> between angles,
<i>verb</i>	to typeset <code>*verbatim*</code> ,
<i>xverb</i>	to typeset <code>*verbatim*</code> , suppressing all spaces,
<i>code</i>	to typeset <code>*verbatim*</code> , suppressing all spaces and replacing a TF by <code>\underline{TF}</code> ,
<i>nofmt</i>	in case of a redefinition, to remove the 'base' formatting,
<i>slshape</i>	to use a slanted font shape,
<i>itshape</i>	to use an italic font shape,
<i>noshape</i>	in case of a redefinition, to remove the 'base' shape,
<i>lbracket</i>	defines the left bracket (when using <code>\tsargs</code>). Note: this key must have an associated value,
<i>rbracket</i>	defines the right bracket (when using <code>\tsargs</code>). Note: this key must have an associated value,
<i>color</i>	defines the text color. Note: this key must have an associated value (a color, as understood by <code>xcolor</code> package).

3.2.2 Format Groups

Using `\defgroupfmt` one can (re-)define custom `<format-groups>`. There is, though, a set of pre-defined ones as follow:

<i>meta</i>	which sets <i>meta</i> and <i>color</i>
<i>verb</i>	which sets <i>color</i>
<i>oarg</i>	which sets <i>meta</i> and <i>color</i>
<i>code</i>	which sets <i>code</i> and <i>color</i>
<i>syntax</i>	which sets <i>color</i>
<i>keyval</i>	which sets <i>slshape</i> and <i>color</i>
<i>option</i>	which sets <i>color</i>
<i>defaultval</i>	which sets <i>color</i>
<i>env</i>	which sets <i>slshape</i> and <i>color</i>
<i>pkg</i>	which sets <i>slshape</i> and <i>color</i>

Note: *color* was used in the list above just as a 'reminder' that a color is defined/associated with the given group.

3.2.3 Object Types

Using `\defobjectfmt` one can (re-)define custom `<obj-types>`. Similarly, there is a set of predefined ones, as follow:

<i>arg, meta</i>	based on (group) <i>meta</i>
<i>verb, xverb</i>	based on (group) <i>verb</i> plus <i>verb</i> or <i>xverb</i>
<i>marg</i>	based on (group) <i>meta</i> plus brackets
<i>oarg, parg, xarg</i>	based on (group) <i>oarg</i> plus brackets
<i>code, macro, function</i>	based on (group) <i>code</i>
<i>syntax</i>	based on (group) <i>syntax</i>
<i>keyval, key, keys, values</i>	based on (group) <i>keyval</i>
<i>option</i>	based on (group) <i>option</i>
<i>defaultval</i>	based on (group) <i>defaultval</i>
<i>env</i>	based on (group) <i>env</i>
<i>pkg, pack</i>	based on (group) <i>pkg</i>

3.2.4 Customization

To create user defined groups/objects or change the pre-defined ones:

```
\defgroupfmt <format-group> <format-keys>
```

new: 2023/05/16 `<format-group>` is the name of the new group (or one being redefined, which can be one of the standard ones). `<format-keys>` is any combination of the keys defined in 3.2.1

For example, one can redefine the *code* group standard color with `\defgroupfmt{code}{color=red}` and all *obj-types* based on it will be typeset in red (in the standard case: *code*, *macro* and *function* objects).

```
\defobjectfmt <obj-type> <format-group> <format-keys>
```

new: 2023/05/16 `<obj-type>` is the name of the new `<object>` being defined (or redefined), `<format-group>` is the base group to be used. `<format-keys>` allows for further differentiation.

For instance, the many optional `<*arg>` are defined as follow:

```
\colorlet {c__codedesc_oarg_color} { gray!90!black }

\defgroupfmt {oarg} { meta , color=c__codedesc_oarg_color }

\defobjectfmt {oarg} {oarg} { lbracket={[] , rbracket={}} }
\defobjectfmt {parg} {oarg} { lbracket={() , rbracket={}} }
\defobjectfmt {xarg} {oarg} { lbracket={<> , rbracket={}} }
```

3.3 Environments

`codedescribe` `\begin{codedescribe} [⟨obj-type⟩] {⟨csv-list⟩}`
...
`\end{codedescribe}`

new: 2023/05/01
update: 2023/05/01
update: 2024/02/16
NB: this is an example

This is the main environment to describe *Macros*, *Functions*, *Variables*, *Environments* and *etc.* `⟨csv-list⟩` is typeset in the margin. The optional `⟨obj-type⟩` (see 3.2 and 3.2.3) defines the object-type format.

Note 1: One can change the rule color with the key `rulecolor`, for instance `\begin{codedescribe}[rulecolor=white]` will remove the rules.

Note 2: Besides that, one can use the keys `new`, `update` and `note` to further customize it. (2024/02/16 these keys can also be used multiple times).

Note 3: Finally, one can use `EXP` and `rEXP` to add a star ★ or a hollow star ☆, as per expl3/doc3 conventions (if expandable, restricted expandable or not).

`codesyntax` `\begin{codesyntax}`
...
`\end{codesyntax}`

The `codesyntax` environment sets the fontsize and activates `\obeylines`, `\obeyspaces`, so one can list macros/cmds/keys use, one per line.

Note: `codesyntax` environment shall appear only once, inside of a `codedescribe` environment. Take note, as well, this is not a verbatim environment!

For example, the code for `codedescribe` (entry above) is:

LaTeX Code:

```
\begin{codedescribe}[env,new=2023/05/01,update=2023/05/01,note={this is an example},update=2024/02/16]{codedescribe}
  \begin{codesyntax}
    \tmacro{\begin{codedescribe}}[⟨obj-type⟩]{⟨csv-list⟩}
    \ldots
    \tmacro{\end{codedescribe}}{}
  \end{codesyntax}
  This is the main ...
\end{codedescribe}
```

`describelist` `\begin{describelist} [⟨item-indent⟩] {⟨obj-type⟩}`
`describelist*` `.. \describe {⟨item-name⟩} {⟨item-description⟩}`
`.. \describe {⟨item-name⟩} {⟨item-description⟩}`
...
`\end{describelist}`

This sets a `description` like 'list'. In the non-star version the `⟨items-name⟩` will be typeset on the marginpar. In the star version, `⟨item-description⟩` will be indented by `⟨item-indent⟩` (defaults to: 20mm). `⟨obj-type⟩` defines the object-type format used to typeset `⟨item-name⟩`.

`\describe` `\describe {⟨item-name⟩} {⟨item-description⟩}`

This is the `describelist` companion macro. In case of the `describe*`, `⟨item-name⟩` will be typeset in a box `⟨item-indent⟩` wide, so that `⟨item-description⟩` will be fully indented, otherwise `⟨item-name⟩` will be typed in the marginpar.

3.4 Commands

`\typesetobj` `\typesetobj [⟨obj-type⟩] {⟨csv-list⟩}`
`\tsoj` `\tsoj [⟨obj-type⟩] {⟨csv-list⟩}`

This is the main typesetting command (most of the others are based on this). It can be used to typeset a single 'object' or a list thereof. In the case of a list, each term will be separated by commas. The last two by `sep` (defaults to: and).

Note: The last 'separator' can be changed with the key *sep*, for instance `\tsobj[env,sep=or] {}` (it will produce an 'or' list of environments). Additionally, the key *comma* will change the last separator to a single comma, as in `\tsobj[env,comma] {}`.

<code>\typesetargs</code>	<code>\typesetargs [⟨obj-type⟩] {⟨csv-list⟩}</code>
<code>\tsargs</code>	<code>\tsargs [⟨obj-type⟩] {⟨csv-list⟩}</code>

Those will typeset `⟨csv-list⟩` as a list of parameters, like `[⟨arg1⟩] [⟨arg2⟩] [⟨arg3⟩]`, or `{⟨arg1⟩} {⟨arg2⟩} {⟨arg3⟩}`, etc. `⟨obj-type⟩` defines the formatting AND kind of brackets used (see 3.2): `[]` for optional arguments (*oarg*), `{}` for mandatory arguments (*marg*), and so on.

<code>\typesetmacro</code>	<code>\typesetmacro {⟨macro-list⟩} [⟨oargs-list⟩] {⟨margs-list⟩}</code>
<code>\tsmacro</code>	<code>\tsmacro {⟨macro-list⟩} [⟨oargs-list⟩] {⟨margs-list⟩}</code>

This is just a short-cut for
`\tsobj[⟨code⟩]{⟨macro-list⟩} \tsargs[⟨oarg⟩]{⟨oargs-list⟩} \tsargs[⟨marg⟩]{⟨margs-list⟩}`.

<code>\typesetmeta</code>	<code>\typesetmeta {⟨name⟩}</code>
<code>\tsmeta</code>	<code>\tsmeta {⟨name⟩}</code>

Those will just typeset `⟨name⟩` between left/right 'angles' (no other formatting).

<code>\typesetverb</code>	<code>\typesetverb [⟨obj-type⟩] {⟨verbatim text⟩}</code>
<code>\tsverb</code>	<code>\tsverb [⟨obj-type⟩] {⟨verbatim text⟩}</code>

Typesets `⟨verbatim text⟩` as is (*verbatim...*). `⟨obj-type⟩` defines the used format. The difference with `\tsobj [⟨verb⟩]{⟨something⟩}` is that `⟨verbatim text⟩` can contain commas (which, otherwise, would be interpreted as a list separator in `\tsobj`).

Note: This is meant for short expressions, and not multi-line, complex code (one is better of, then, using 2.2). `⟨verbatim text⟩` must be balanced ! otherwise, some low level TeX errors may pop out.

<code>\typesetmarginnote</code>	<code>\typesetmarginnote {⟨note⟩}</code>
<code>\tsmarginnote</code>	<code>\tsmarginnote {⟨note⟩}</code>

Typesets a small note at the margin.

<code>tsremark</code>	<code>\begin{tsremark} [⟨NB⟩]</code>
<code>tsremark*</code>	<code>\end{tsremark}</code>

The environment body will be typeset as a text note. `⟨NB⟩` (defaults to *Note*;) is the note begin (in boldface). The non-star version doesn't finishes a paragraph (TeX stays in horizontal mode), whilst the (new) star version does and introduces a vertical space at the end. For instance:

L ^A T _E X Code:	L ^A T _E X Result:
<pre>Sample text. Sample test. \begin{tsremark}[N.B.] This is an example. \end{tsremark}</pre>	<pre>Sample text. Sample test. N.B. This is an example.</pre>

3.5 Auxiliary Commands and Environment

In case the Document Class being used redefines the `\maketitle` command and/or *abstract* environment, alternatives are provided (based on the *article* class).

<code>\typesettitle</code>	<code>\typesettitle {⟨title-keys⟩}</code>
<code>\tstitle</code>	<code>\tstitle {⟨title-keys⟩}</code>

This is based on the `\maketitle` from the *article* class. The `⟨title-keys⟩` are:

- `title` The used title.
- `author` Author's name. It's possible to use the `\footnote` command in it.
- `date` Title's date.

`tsabstract` `\begin{tsabstract}`

...

`\end{tsabstract}`

This is the *abstract* environment from the *article* class.

`\typesetdate` `\typesetdate`

`\tsdate` `\tsdate`

`new: 2023/05/16` This provides the current date (Month Year, format).