



L^AT_EX Style

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Introduction

Coding Standards?

Not L^AT_EX ones?

What can we do?

Layout

Blanks

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Modularity

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Towards L^AT_EX Coding Standards

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History

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- 1918 *The Elements of Style*, William Strunk, Jr. and E.B. White (4th edition 1999). Style guide for writing American English.
- 1974 *The Elements of Programming Style*, B.W. Kernighan and P.J. Plauger, McGraw Hill (2nd Edition 1978). Style guide for programming.
- ... *The Elements of whatnot Style*.



Purpose

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- help programmers to read and understand source code
- not only their own but that of others
- From the GNU Coding Standards:

Their purpose is to make the GNU system clean, consistent, and easy to install. This document can also be read as a guide to writing portable, robust and reliable programs.



The coding standards many-festos

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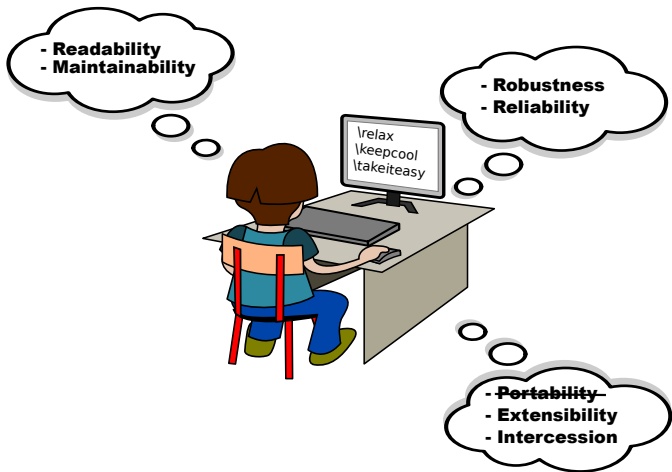
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- **Consistency:** the exact coding style is less important than actually sticking to it!



30 years and no style?

... makes \LaTeX a dull toy...

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■ Legacy

- ▶ Learning by example (learn the good *and* the bad)

■ Lack of help

- ▶ Liberal language (macro-expansion)
- ▶ Editor support (complicated)

■ Lack of need

- ▶ A world of dwarfs
(\TeX Live 2009: average 327 LoC, median 134 LoC)
- ▶ Antisocial development
(most packages single-authored)



30 years and *almost* no style?

... makes \LaTeX an *almost* dull toy...

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■ Tools

- ▶ Blank lines, comment syntax
- ▶ `calc`, `ifthen`, `doc`, `ltxdoc` *etc.*

■ Conventions

- ▶ `\usepackage` *vs.* `\RequirePackage`,
@ character *etc.*
- ▶ \LaTeX itself not even conformant (*e.g.* `\hbox`, `\m@ne`)

■ Companion

- ▶ Section 2.1 (Structuring of source files)
- ▶ Section A.4 (Structuring of package files)
- ▶ Less than 1% of the book...



The need for coding standards is real

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■ Why?

- ▶ Learning by *good* example
- ▶ Facilitate interaction
- ▶ Clean up the current intercession mess

■ How?

- ▶ Level 1 (low): layout – formatting, indentation, naming schemes *etc.*
- ▶ Level 2 (mid): design – modularity, encapsulation, other paradigms *etc.*
- ▶ Level 3 (high): behavior – user interfaces, package interaction / conflict management *etc.*
- ▶ Level 4 (meta): social



Blanks

Be spacey

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- 1 Stay WYSIWYGly coherent
 - ▶ `\\`, `\par`
 - ▶ Tabular-like environments (`&`, `\\`)
- 2 Put only one “logical” instruction per line
 - ▶ environment calls
 - ▶ `\expandafter\foo\bar`
 - ▶ `\raggedleft\foo\bar baz`
- 3 Be as spacey as you like in math mode
 - ▶ blanks ignored
- 4 Grouping (*any* kind) \implies indentation
 - ▶ `{}`, `\b[egin]group \e[nd]group`,
`\makeatletter`, `\makeatother` *etc.*
- 5 The `%` character is your friend!



Example

Choose your preferred style...

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```
\def\@docinclude#1 {\clearpage
\if@filesw \immediate\write\@mainaux{\string\@input{#1.aux}}\fi
\@tempswatruel\if@partsw \@tempswafalse\edef\@tempb{#1}\@for
\@tempa:=\@partlist\do{\ifx\@tempa\@tempb\@tempswatruel\fi}\fi
\if@tempswa \let\@auxout\@partaux \if@filesw
\immediate\openout\@partaux #1.aux
\immediate\write\@partaux{\relax}\fi
% ... \fi :-)
```

```
\def\@docinclude#1{
\clearpage
\if@filesw \immediate\write\@mainaux{\string\@input{#1.aux}}\fi
\@tempswatruel
\if@partsw
\@tempswafalse
\edef\@tempb{#1}
\@for\@tempa:=\@partlist\do{\ifx\@tempa\@tempb\@tempswatruel\fi}
\fi
\if@tempswa
\let\@auxout\@partaux
\if@filesw
\immediate\openout\@partaux #1.aux
\immediate\write\@partaux{\relax}
\fi
% ... \fi :-)
```



Braces for impact!

Where do you put them?

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Hmmm

```
\newenvironment{env}[1]
{%
  \opening\code
  \opening\code
}
{%
  \closing\code
  \closing\code
}
```

ok

```
\newenvironment{env}[1]
{%
  \opening\code
  \opening\code
}{%
  \closing\code
  \closing\code
}
```

Ouch!

```
\newenvironment{env}[1]{%
  \opening\code
  \opening\code}{%
  \closing\code
  \closing\code}
```

ok

```
\newenvironment{env}[1]{%
  %% \begin{env}{opt}
  \opening\code
  \opening\code}{%
  %% \end{env}
  \closing\code
  \closing\code}
```

- Note: brace position may require eol % char



Exceptional situations / oddities

No rule without exception

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■ Forced indentation

```
\@ifnextchar [%] syntax screwup!  
  {\@fxbeginsenv {#2}}{\@@fxbeginsenv {#2}}
```

```
\@ifnextchar [%] syntax screwup!  
  {\@fxbeginsenv {#2}}  
  {\@@fxbeginsenv {#2}}
```

■ Empty body-like macro arguments

```
\@ifundefined{#1note}{}{%  
  \@fpxpkgerror{command prefix '#1' already in use}{%  
    You have called \string\FXRegisterAuthor\space with a command prefix  
    already in use.\MessageBreak  
    Please choose another one.}}
```



How maniac can you be?

Inter-macro indentation

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```
\newcommand\text{%
  \@nextentry
  \noalign\bgroup
  \gdef\@beforeSPACE{\subrubricbeforeSPACE}%
  \@ifstar{\@stext}{\@text}}

\newcommand\@text[1]{%
  \gdef\@nextentry{%
  \egroup% end of \noalign opened in \text.
  \multicolumn{3}{@{}p{\linewidth}@{}}{\@rubrictextfont #1}\}}

\newcommand\@stext{%
  \gdef\@nextentry{\egroup\\\par}%
  \egroup% end of \noalign opened in \text.
  \multicolumn{3}{@{}p{\linewidth}@{}}\bgroup\@rubrictextfont}
```



Names

You get one for life, so beware...

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1 Use prefixes

- ▶ Avoid name clashes (e.g. `\text` in `CurVe` and `siunitx`)
- ▶ Mandatory for styles, arguable for classes
- ▶ Use one and stick to it!
(`\finkdir` vs. `\fnk@maindir`)

2 Use postfixes (beware the `\new*` commands!)

- ▶ `\newsavebox\myitemsBOX`
vs. `\newcounter{myitems}`

3 From the Companion

- ▶ Lowercase for API
- ▶ Mixed case for extension API
- ▶ @ character for internals (several levels)

4 But stop the m@dness!

- ▶ `\@latexerr`, `\@latex@error`
- ▶ `\@input`, `\@@input`, `\@input@`, `\@filef@und`
- ▶ `\sixt@@n`, `\g@addto@macro`



Examples

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API

```
\fxnote
\fxuselayout

\FXLayoutInline
\FXRegisterAuthor
```

Internals

```
\@fxnote
\@fxuselayout

\@FXLayoutInline
\@FXRegisterAuthor
```

Nesting levels

```
\DeclareRobustCommand\fxnote{%
  %% ...
  \@ifstar{%
    %% \fxnote*
    \@ifnextchar[%]
      {\@fxnote{#2}}{\@@fxnote{#2}}}{%
    %% \fxnote
    \@ifnextchar[%]
      {\@fxnote{#2}}{\@@fxnote{#2}}}}

\long\def\@fxnote#1[#2]#3#4{%
  %% ...
  \@@fxnote{#1}{#3}{#4}}

\long\def\@@@fxnote#1#2#3{%
  \implement\me}
```

Polymorphic macros

```
\def\@@@fxnote@early@draft{\ for\ draft\ mode}
\def\@@@fxnote@early@final{\ for\ final\ mode}
%% ...
\let\@@@fxnote@early\@@@fxnote@early@final
```



Exceptional situations / oddities

No exception without rule

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■ Conforming to *de facto* standards

- ▶ `\ifmycondition`
- ▶ `\listoffixmes, \listfixmename`
- ▶ **But** `\fixmeindexname` **or** `\fxindexname` ?

■ Forced exceptions

- ▶ **Manual:** `\l@fixme`
- ▶ **Auto:** `\c@mycounter, \myenv, \endmyenv`

■ Commands vs. environments

- ▶ `\fxnote` **but** `\begin{anfxnote}\end{anfxnote}`



General design rules

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- 1 Don't reinvent the wheel / Use existing tools
 - ▶ `calc`, `ifthen`, `record (!)` *etc.*
 - ▶ Higher abstraction \implies better readability
- 2 Duplication is evil / Copy-paste is evil
 - ▶ Use wrappers
 - ▶ Use abstractions
- 3 Conditionals are evil
 - ▶ Centralize the logic
 - ▶ Be polymorphic
- 4 Be modular
 - ▶ Use `docstrip`
 - ▶ Write small macros



Duplication is evil / Copy-paste is evil

Use wrappers and abstractions

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Bad

```
\define@key [ fx ] { layout } { morelayout } { %  
  ... }  
\define@cmdkey [ fx ] { layout } { innerlayout } { %  
  ... }  
\define@key [ fx ] { envlayout } { envlayout } { %  
  ... }
```

Bad

```
\define@boolkey [ fx ] { lang } { langtrack }  
  [ true ] { }  
\@fxdefinevoidkey { lang } { nolangtrack } { %  
  \@nameuse { fx@lang@langtrack } { false } }  
  
\define@boolkey [ fx ] { log } { silent }  
  [ true ] { }  
\@fxdefinevoidkey { log } { nosilent } { %  
  \@nameuse { fx@log@slilent } { false } }
```

Good

```
\newcommand \@fxdefinekey {  
  \define@key [ fx ] }  
\newcommand \@fxdefinecmdkey {  
  \define@cmdkey [ fx ] }  
  
%% ...  
  
\@fxdefinekey { layout } { morelayout } { %  
  ... }  
\@fxdefinecmdkey { layout } { innerlayout } { %  
  ... }  
  
\@fxdefinekey { envlayout } { envlayout } { %  
  ... }
```

Good

```
\newcommand * \@fxdefineboolkey [ 3 ] [ ] { %  
  \define@boolkey [ fx ] { #2 } { #3 }  
  [ true ] { #1 }  
  \@fxdefinevoidkey { #2 } { no#3 } { %  
    \@nameuse { fx@#2@#3 } { false } } }  
  
%% ...  
  
\@fxdefineboolkey { lang } { langtrack }  
\@fxdefineboolkey { log } { silent }
```



Conditionals are evil

Centralize the logic, be polymorphic

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Bad

```
\newif\ifdraft

\def\do@everything{%
  \ifdraft
    \@dothis\this\way
  \else
    \@dothis\this\other\way
  \fi
%% ...
\ifdraft
  \@dothat\that\way
\else
  \@dothat\that\other\way
\fi

\DeclareOption{draft}{
  \ifdrafftrue}
\DeclareOption{final}{
  \ifdrafffalse}
\ExecuteOptions{final}
\ProcessOptions
```

Good

```
\def\@dothis@draft{\this\way}
\def\@dothis@final{\this\other\way}

\def\@dothat@draft{\that\way}
\def\@dothat@final{\that\other\way}

\def\do@everything{%
  \@dothis
%% ...
  \@dothat}

\DeclareOption{draft}{
  \let\@dothis\@dothis@draft
  \let\@dothat\@dothat@draft}
\DeclareOption{final}{
  \let\@dothis\@dothis@final
  \let\@dothat\@dothat@final}
\ExecuteOptions{final}
\ProcessOptions
```




Behavior

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- 1 Be nice to your users (incl. yourself)
 - ▶ Document your packages *properly*
 - ▶ Be backward-compatible
 - ▶ Use key/value interfaces
- 2 Be nice to your hackers (incl. yourself)
 - ▶ Be bottom-up
 - ▶ Organize your code by feature
- 3 Intercession management
 - ▶ Localize behavior
 - ▶ `filehook` is crucial



Key/Value interfaces

How do I choose one? Yeah, I know...

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- Package level
- `\mysetup macro`
- Macro level

xkeyval example

```
\ExecuteOptionsX [my]<fam 1 , fam 2 , ... >{ opt1=def 1 , opt2=def 2 , ... }
```

```
\ProcessOptionsX *[my]<fam 1 , fam 2 , ... >
```

```
\newcommand*\mysetup [ 1 ]{ \setkeys [ my ]{ fam 1 , fam 2 , ... }{ # 1 } }
```

```
\newcommand\mymacro [ 2 ] [ ] { %  
  \setkeys [ my ]{ fam 1 , fam 2 , ... }{ # 1 }  
  ... }
```



Behavior

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Standard interface too limited

The \LaTeX developer's worst nightmare

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- `\@ifpackageloaded`, `\@ifclassloaded`
 - ▶ Curative (*a posteriori*) code only
 - ▶ What about precautionary code?
- `\AtBeginDocument`
 - ▶ Massively defer code execution
 - ▶ What about the order?
- Example:
 - ▶ Style S calls `\AtBeginDocument{\things}`
 - ▶ Class C loads style S
 - ▶ How does C intercede on `\things`?



filehook is crucial

Before and after hooks

- Start with your default behavior
- Rewrite on demand and locally
- Example: how *CurVe* handles bibliography

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Collaboration and Reactivity

One year and 38 weeks later...

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1 Propose collaboration

- ▶ Don't keep it for yourself
- ▶ Don't reinvent the wheel

2 Accept collaboration

- ▶ Be reactive
 - Review and accept patches
 - Examine and implement ideas
- ▶ Open development
 - Use collaborative tools
 - Trust people



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The golden rules of (L^AT_EX) programming

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- 1 Coding style is important
- 2 Sticking to it is *more* important
- 3 Keep it in mind permanently
- 4 Let it evolve
- 5 No rule without exception



Perspectives

Where is this book?

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