

L^AT_EX and Friends

Option Parsing

<http://cswb.ucc.ie/~dongen/LAF/LAF.html>

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Option Parsing

[What is a \$\langle\text{Key}\rangle=\langle\text{Value}\rangle\$ Interface?](#)[Why Use a \$\langle\text{Key}\rangle=\langle\text{Value}\rangle\$ Interface?](#)[The `pgfkeys` Package](#)[Providing and Using the Values](#)[Traversing the Key Tree](#)[Executing Keys](#)[Error Handling](#)[Storing Values in Macros](#)[Decisions](#)[Choice Keys](#)[Acronyms & Abbreviations](#)[About this Document](#)

What are $\langle\text{Key}\rangle=\langle\text{Value}\rangle$ Interfaces?

- Traditional APIs use *positional association*.
 - `Math.max(first, second);`
 - `\section[Short Title]{Very Long Title}.`
- More recent APIs use *named association*.
 - Use $\langle\text{key}\rangle=\langle\text{value}\rangle$ pairs to specify parameters.
 - `\includegraphics[width=9cm,height=3cm]{pic.jpg}.`

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Why Use $\langle \text{Key} \rangle = \langle \text{Value} \rangle$ Arguments?

number of arguments Can have any number of $\langle \text{key} \rangle = \langle \text{value} \rangle$ pairs.

robustness The mechanism is more robust.

- ▣ Arguments may have defaults;
- ▣ Arguments may occur in any order.

simplicity The purpose of the arguments is clear.

self-documentation Formal parameters have meaningful names.

Providing and Using the Values

```
\pgfkeys {<key>/ .code=<expr>}
```

- ▣ Defines $\langle expr \rangle$ as the `code` for the key.
- ▣ When user provides the value, it is substituted for #1 in $\langle expr \rangle$.

L^AT_EX Input

```
\pgfkeys{/greeting/.code=Hello #1.}  
\pgfkeys{/greeting=moon}  
\pgfkeys{/greeting=world}
```

L^AT_EX Output

```
Hello moon.  
Hello world.
```

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Providing and Using the Values

```
\pgfkeys {<key>/ .default=<default>}
```

- Defines default value for the key.

L^AT_EX Input

```
\pgfkeys {/greeting/.default=sun}  
\pgfkeys {/greeting=stars}  
\pgfkeys {/greeting}
```

L^AT_EX Output

```
Hello stars.  
Hello sun.
```

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Relative Paths

```
\pgfkeys{<path>/ .cd, <stuff>}
```

- Makes <path> the current path in <stuff>.

L^AT_EX Input

```
\pgfkeys{/cork/greeting/.cd,  
          .default=boie,  
          .code=Howsagoin #1.}  
\pgfkeys{/cork/greeting=Liz,  
          /cork/greeting}
```

L^AT_EX Output

Howsagoin Liz.
Howsagoin boie.

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```
\pgfkeys{<key>/.style=<list>}
```

- Defines `<list>` as a style for `<key>`.
- Results in `\pgfkeys{<list>}`.

L^AT_EX Input

```
\pgfkeys{/cork/greetings/.style={  
  /cork/.cd,  
  greeting=#1,  
  greeting}  
\pgfkeys{/cork/greetings=Roy}
```

L^AT_EX Output

Howsagoin Roy. Howsagoin boie.

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Error Handling

```
\pgfkeys{<key>/.value required}
```

- Makes <key> require a value.

L^AT_EX Input

```
\pgfkeys{/homer/drink/.cd,  
  .code=#1,  
  .value required}  
\pgfkeys{/homer/drink=beer}  
\pgfkeys{/homer/drink}% D'oh
```

L^AT_EX Output

beer

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Error Handling

```
\pgfkeys{⟨key⟩/.value forbidden}
```

- Forbids values for ⟨key⟩.

L^AT_EX Input

```
\pgfkeys{/homer/lunch/.cd,  
          .code=donuts,  
          .value forbidden}  
\pgfkeys{/homer/lunch}  
\pgfkeys{/homer/lunch=peas}% D'oh
```

L^AT_EX Output

donuts

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Storing Values in Macros

```
\pgfkeys{<key>/.store in=<command>}
```

- Stores value of `<key>` in `<command>`.

LaTeX Input

```
\newcommand*\a{a}
\pgfkeys{/storage/.store in=\myget}
\pgfkeys{/storage=a is \a.}
Before: \myget
\renewcommand*\a{A}
After: \myget
```

LaTeX Output

Before: a is a.
After: a is A.

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```
\pgfkeys{\langle key \rangle/.estore in=\langle command \rangle}
```

- Works as `.store in` but expands value.

Decisions

```
\pgfkeys{<key>/.is if=<switch>}
```

- Defines `<key>` as a decision key.
- Used in combination with low-level T_EX `\if<switch>`.

L^AT_EX Input

```
\newif{\ifswitch}  
\pgfkeys{/decision/.is if=switch}  
\pgfkeys{/decision}      \ifswitch ON\else OFF\fi.  
\pgfkeys{/decision=false} \ifswitch ON\else OFF\fi.  
\pgfkeys{/decision=true}  \ifswitch ON\else OFF\fi.
```

L^AT_EX Output

ON. OFF. ON.

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Choices

```
\pgfkeys{<key>/.is choice}
```

- Makes $\langle\text{key}\rangle$ a choice key.

L^AT_EX Input

```
\newcommand*\mycount{0}
\pgfkeys{/counter/.store in=\mycount}

\pgfkeys{/selection/.cd,
  .is choice,
  first/.style={/counter=1},
  second/.style={/counter=2},
  third/.style={/counter=3}}

\pgfkeys{/selection=first} \mycount
\pgfkeys{/selection=third} \mycount
\pgfkeys{/selection=second} \mycount
\pgfkeys{/selection=fourth} % D'oh
```

L^AT_EX Output

1 3 2

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AMS	American Mathematical Society
API	Application Programming Interface
APL	A Programming Language
CTAN	Comprehensive T _E X Archive Network
CD	Compact Disk
FAQ	Frequently Asked Question
GUI	Graphical User Interface
IDE	Integrated Development Environment
ISBN	International Standard Book Number
OS	Operating System
SI	Système International d'Unités/International System of Units
TUG	T _E X Users Group
URL	Uniform Resource Locator
WYSIWYG	What You See Is What You Get

About this Document

- This document was created with `pdflatex`.
- The L^AT_EX document class is `beamer`.