

# Let's talk about Code

Sourcecode-centric presentations  
made easy with wiki2beamer

`wiki2beamer.sourceforge.net`

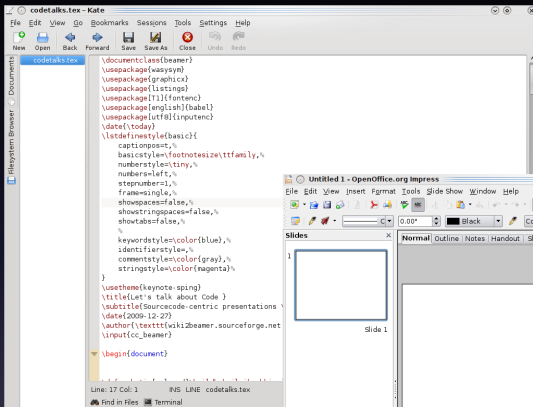
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2009-12-27

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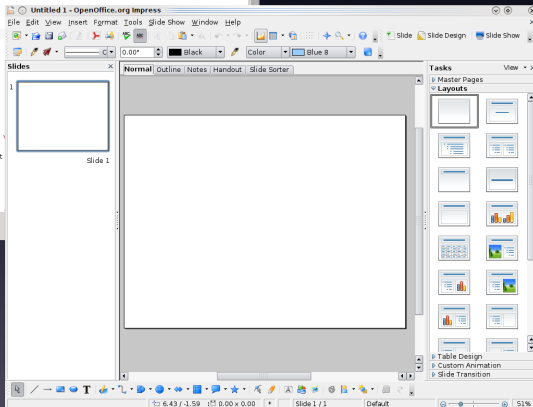
# L<sup>A</sup>T<sub>E</sub>X vs. WYSIWYG



```
codetalks.tex - Kate
File Edit View Go Bookmarks Sessions Tools Settings Help
New Open Back Forward Save Save As Close Undo Redo
codetalks.tex
\documentclass{beamer}
\usepackage{wasysyn}
\usepackage{graphics}
\usepackage{listings}
\usepackage[T1]{fontenc}
\usepackage[english]{babel}
\usepackage{Lut0}[inputenc]
\date{\today}
\lstdefinestyle{basic}{
  captionpos=t,%
  basicstyle={\footnotesize\ttfamily,%
  numbersstyle=tiny,%
  numbers=left,%
  stepnumber=1,%
  frame=single,%
  showspaces=false,%
  showstringspaces=false,%
  showtabs=false,%
  keywordstyle={\color{blue}},%
  identifierstyle=,%
  commentstyle={\color{gray}},%
  stringstyle={\color{magenta}}
}
\usetheme{keynote-spig}
\title{Let's talk about Code }
\subtitle{Sourcecode-centric presentations}
\date{2009-12-27}
\author{\texttt{wiki2beamer.sourceforge.net}}
\input{cc_beamer}

\begin{document}
```

Line: 17 Col: 1 INS LINE codetalks.tex  
Find in Files Terminal



Why not to use  $\text{\LaTeX}$ ?

Reason #1:

Why not to use  $\text{\LaTeX}$ ?

Reason #1:

very verbose

Why not to use  $\text{\LaTeX}$ ?

Reason #2:

Why not to use  $\text{\LaTeX}$ ?

Reason #2:

very, very verbose

# Sample Slide

- a bullet
- another bullet
  - ① a red **numbered sub-item**
  - ② a bold **numbered sub-item**
- yet another bullet

# Verbosity

```
1 \begin{frame}
2   \frametitle{Sample Slide}
3   \begin{itemize}
4     \item a bullet
5     \item another bullet
6     \item \begin{enumerate}
7       \item a red \alert{numbered sub-item}
8       \item a bold \textbf{numbered sub-item}
9     \end{enumerate}
10    \item yet another bullet
11  \end{itemize}
12 \end{frame}
```



```
1  === Sample Slide ===  
2  
3  * a bullet  
4  * another bullet  
5  *# a red !numbered sub-item!  
6  *# a bold '''numbered sub-item'''  
7  * yet another bullet
```

# The same with wiki2beamer

```
1  ==== Sample Slide ====
2
3  * a bullet
4  * another bullet
5  *# a red !numbered sub-item!
6  *# a bold '''numbered sub-item'''
7  * yet another bullet
```

# wiki2beamer usage

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- it's a Python script

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```
~ $ wiki2beamer talk.txt > talk.tex
```

# wiki2beamer usage

- it's a Python script

```
~ $ wiki2beamer talk.txt > talk.tex
```

```
~ $ pdflatex talk.tex
```

Falling back to  $\text{\LaTeX}$

# Falling back to L<sup>A</sup>T<sub>E</sub>X

```
1  
2 \YourFancyLatexCommand{  
3  
4 * a bullet \here  
5 * another bullet \orhere  
6  
7 \oranywhere []{}
```



# Code-talks

```
1 #include <stdio.h>
2
3 int main(int argc, char** argv) {
4
5
6 }
```

# Code-talks

```
1 #include <stdio.h>
2
3 int main(int argc, char** argv) {
4     printf("Hello World!\n");
5
6 }
```

# Code-talks

```
1 #include <stdio.h>
2
3 int main(int argc, char** argv) {
4     printf("Hello World!\n");
5     return 0;
6 }
```

# Code-talks

```
1 <[code][style=basic,language=c]
2
3 #include <stdio.h>
4 int main(int argc, char** argv) {
5     [<2-3>printf("Hello World!\n");]
6     [<3>return 0;]
7 }
8
9 [code]>
```

# Code-talks

```
1 <[code][style=basic , language=c]
2
3 #include <stdio.h>
4 int main(int argc, char** argv) {
5     [<2-3>printf("Hello World!\n");]
6     [<3>return 0;]
7 }
8
9 [code]>
```

expands to ~40 lines of fiddly  $\text{\LaTeX}$  code

# What needs to be done

- make it a compiler (it's a hackish preprocessor, now)
  - formal grammar/parser (anyone?)
- packaging for distros
  - done: Gentoo, Arch
  - poorly done: Debian, Ubuntu
  - help needed: Fedora, Suse, . . . (Windows?!)
- documentation ;)

# Contact

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[wiki2beamer.sourceforge.net](http://wiki2beamer.sourceforge.net)