

ProgramListing

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Chapter 1

Chapter

1.1 Section

```
<!-- Tabs should not have been lost!!! -->
<xsl:template match="note|important|warning|caution|tip">
  <xsl:choose>
    <xsl:when test="$admon.graphics != 0">
      <xsl:call-template name="graphical.admonition"/>
    </xsl:when>
    <xsl:otherwise>
      <xsl:call-template name="nongraphical.admonition"/>
    </xsl:otherwise>
  </xsl:choose>
</xsl:template>

<!-- User substitutes tabs with spaces -->
<xsl:template match="note|important|warning|caution|tip">
  <xsl:choose>
    <xsl:when test="$admon.graphics != 0">
      <xsl:call-template name="graphical.admonition"/>
    </xsl:when>
    <xsl:otherwise>
      <xsl:call-template name="nongraphical.admonition"/>
    </xsl:otherwise>
  </xsl:choose>
</xsl:template>
```

Figure 1.1 A program listing within a figure

```
<!-- TABS SHOULD NOT BE LOST!!!-->
<xsl:template match="note|important|warning|caution|tip">
  <xsl:choose>
    <xsl:when test="$admon.graphics != 0">
      <xsl:call-template name="graphical.admonition"/>
    </xsl:when>
    <xsl:otherwise>
      <xsl:call-template name="nongraphical.admonition"/>
    </xsl:otherwise>
  </xsl:choose>
</xsl:template>
```

Figure 1.2 A program listing within a figure, with line numbering

```
1   for (int i=0; i < 1; i++)  
2       cout << "DB2LaTeX needs better documentation" << endl;
```

Line 1
`Line 2`
;Line 3;

Line 1
`Line 2`
<Line 3>

Example 1.1.1 A program listing within an example, with inline templates

```
for (int i=0; i < 1; i++)  
    cout << "DB2LaTeX needs better documentation" << endl;
```
