

WEB/CWEB

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Outline

- 1 WEB
 - Literate Programming
 - Design of WEB
 - The name WEB
 - The compilation of a WEB file
- 2 CWEB
- 3 Programming in CWEB
 - Sections
 - Special parts of a CWEB file
 - Formatting
 - 99 Bottles of Beer

Literate Programming

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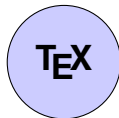
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Donald E. Knuth:

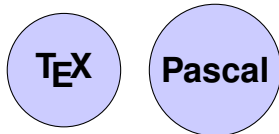
"I am enormously biased about Literate Programming, which is surely the greatest thing since sliced bread."

Design of WEB

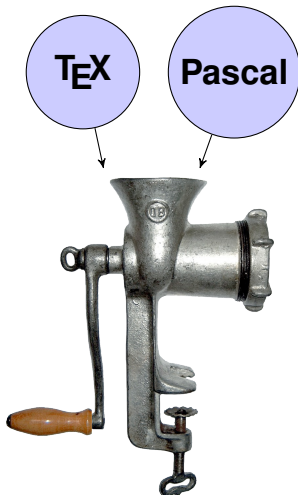
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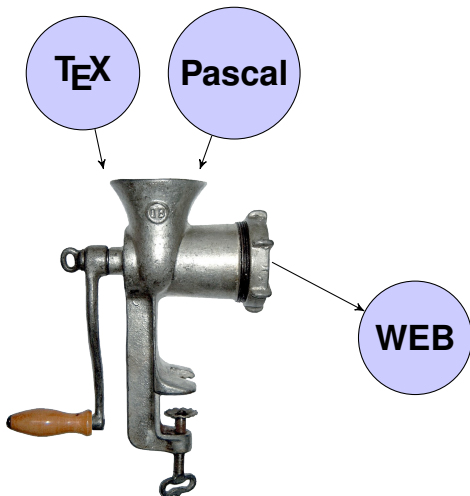
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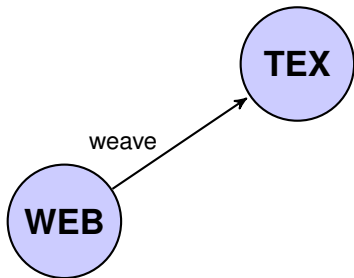
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- WEB uses Pascal to write the code and $\text{T}_{\text{E}}\text{X}$ to document it.
- WEB was invented to help people to write better programs and to get a better documentation.
- The famous programs $\text{T}_{\text{E}}\text{X}$ and Metafont are written in WEB.

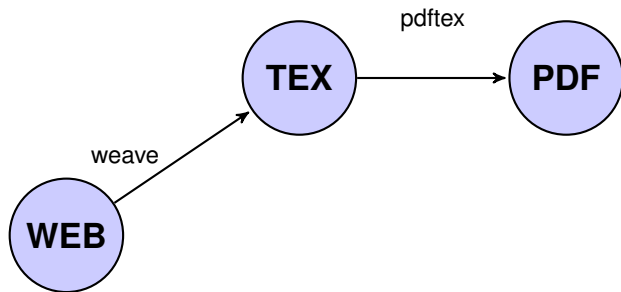
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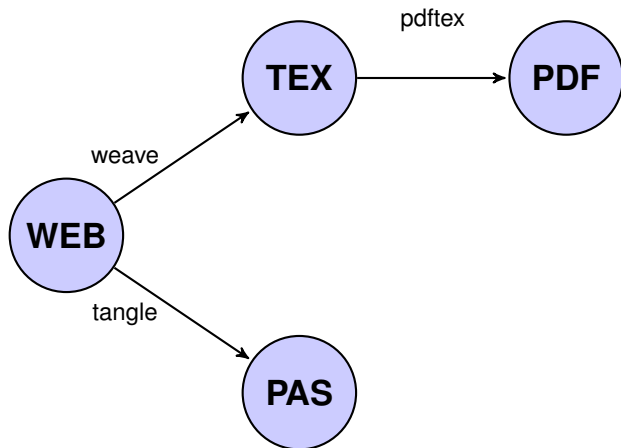
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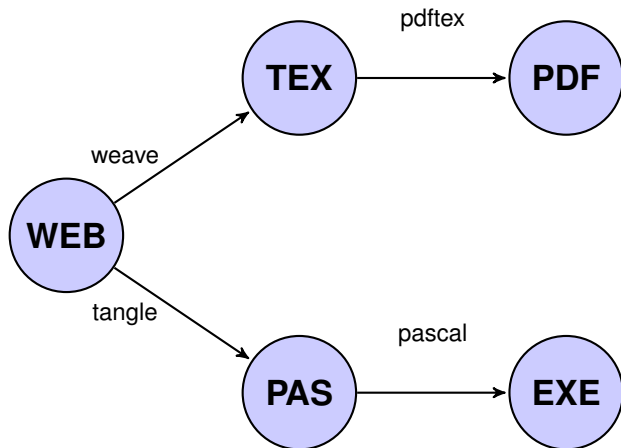
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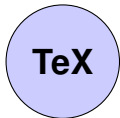


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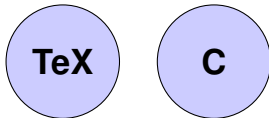


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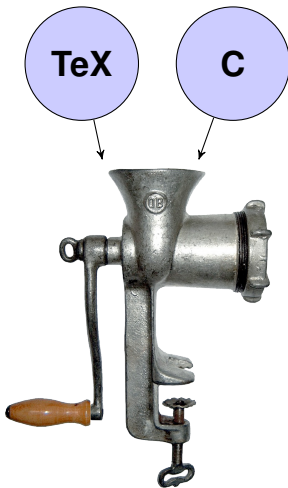
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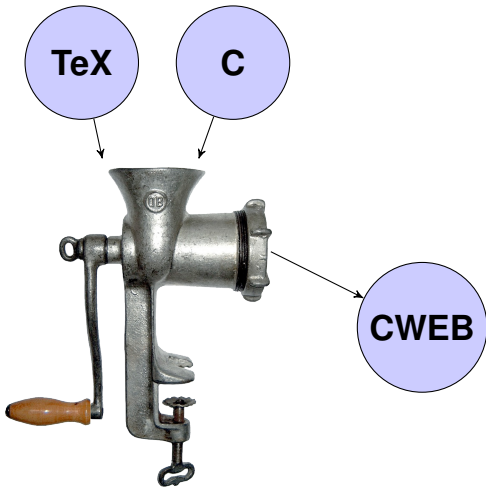
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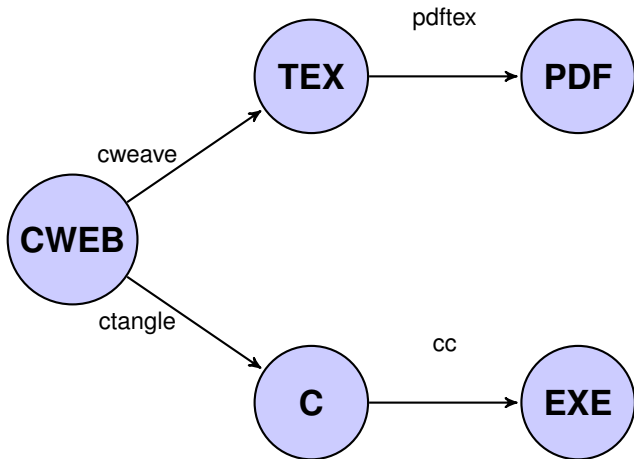


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CWEB

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- Is used more frequently than WEB.

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Example of a section

```
@  
This is a example section  
@c  
int main();
```

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Example

```
@  
This is the declaration of the main function  
@c  
int main(int argc, char** argv) {  
@<Main...@>;  
}  
@  
This is the code of the main function  
@<Main function Code@>=  
printf("Hello World");
```

A example of a CWEB documentation

§2 HELLO

CWEB OUTPUT 1

1. This is the declaration of the main function

```
int main(int argc, char **argv)
{
  <Main function Code 2>;
}
```

2. This is the code of the main function

```
<Main function Code 2> ≡
printf("Hello World");
```

This code is used in section 1.

argc: [1](#).

argv: [1](#).

main: [1](#).

printf: [2](#).

Figure : The document output of a CWEB file

In Limbo section

- The code which is written before the first section starts is called “in Limbo”
- This part will be copied in plaintex to the .tex file that is produced by cweave.
- It can be used to specify special T_EX options like the page layout or function definitions.

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The middle part

- The formatting of the keywords can be changed.
- In WEB this part is used to define macros.
- In CWEB the macro function was dropped because C already supports macros.

Formatting

- In the $\text{T}_{\text{E}}\text{X}$ part there is a special mode to easily format C code.
- This code can simply be written between “|”.
- For example “|int x = 2;|”.
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§1 TEST

CWEB OUTPUT 1

```

1. A integer with a value: int x = 2;
A C function: extern void function();
A String: "Hello_|this_|is_|a_|Test_|String"
int math_func()
{
    calc(); /* Calculates  $\sqrt[n]{\frac{n+1}{3}}$  */
}

calc: 1.
function: 1.
math_func: 1.
x: 1.

```

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 - Haskell has a own mode for literate programming.
- Many similar languages or forks of WEB were created.
 - noweb
 - nuweb
 - Funnelweb
 - pyWeb
 - Lp4all
 - ...

99 Bottles of Beer

99 Bottles of Beer

```
\def\title{99 Bottles of Beer}
@
In this part the output of the song is created.
It is simply a output of the text with a specific number of beers.

@<Text of the Song@>=
printf("%d bottles of beer on the wall, %d bottles of beer.\n",bottles,bottles);
printf("Take one down pass it around,%d bottles of beer on the wall.\n\n",bottles-1);

@
In this part the loop of the program is defined. It is a simple for loop
where the number of bottles is initialized and then decreased until
it reaches 1.
@<Loop of the function@>=
int bottles = 99;
for(;bottles>0;bottles--)
{
    @<Text...@>;
}
}
```

99 Bottles of Beer

99 Bottles of Beer cont.

```
@
The main function of the 99 bottles of beer code which contains the
main structure of the program.
@c
@<Includes@>;
int main(int argc,char** argv)
{
    @<Loop...@>;
    @<Finish of the Song@>;
}

@
This is the finish of the song which is executed when the loop ends.
@<Finish@>=
printf("1 bottle of beer on the wall, 1 bottle of beer.\n");
printf("Take one down and pass it around, no more bottles of beer on the wall.\n\n");
printf("No more bottles of beer on the wall, no more bottles of beer.\n");
printf("Go to the store and buy some more, 99 bottles of beer on the wall.\n");

@
The includes which are needed to use the |printf| function
@<Includes@>=
#include<stdio.h>
#include<stdlib.h>
```


Thank you for your attention.