

codeanatomy – Draw Code Anatomy*

Usage with listings

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1 General Usage in Conjunction with Package listings

1.1 Setup Package listings

The most important setup for the package listings is the delimiter to escape L^AT_EX commands in Listing. With this escape delimiter we can mark a piece of code as with `\cPart`. In this example we use `!` and `!` as delimiter. Code between `!` and `!` is evaluated as L^AT_EX-code.

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```

\usepackage{codeanatomy}
\usepackage{listings}
\lstset {
  basicstyle=\small\ttfamily
  ,escapeinside={!}{!}
}

```

Setup ! and !
as delimiter

Delimiter can also be reset in `document`-Environment, typical just before a new `\begin{lstlisting}` environment so each anatomy can have different delimiter. The fact is, in this document I use + and + for the above listing, so that I can typeset ! in this listing.

1.2 Typeset Code

The command `\codeBlock` does not work if the environment `lstlisting` is passed to its argument. So instead of `\codeBlock` we must use the TikZ command `\node`:

```

\begin{tikzpicture}[remember picture]
\node[code] [anatomy] at (0,0) {
  \begin{lstlisting}
function gcd(p,q) {
  if (q === 0) {
    return q;
  }else{
    let r = p % q;
    return gcd(q, r);
  }
}
\end{lstlisting}
};
\end{tikzpicture}

```

use `\node` instead of `\codeBlock`

typeset code in `lstlisting` environment

whitespaces in code are kept

don't forget semicolon

Figure 1 shows result of the above code.

```

function gcd(p,q) {
  if (q === 0) {
    return q;
  }else{
    let r = p % q;
    return gcd(q, r)
  }
}

```

Figure 1: Code Listing is formatted

1.3 Mark Code

The command `\cPart` can be used to mark single-line code parts. For multiple-line code parts once can use `\extremPoint` to mark the outer most points of code parts and `\fitExtrem` to cover extrem points of a code part. These commmands must be put in delimiter, here `!` and `!`.

```

\begin{tikzpicture}[remember picture]
\node(code) [anatomy] at (0,0) {
\begin{lstlisting}
!\cPart{fnHead}{function \cPart{fnName}{gcd}\cPart{paramList}{(p,q)}}! {
  !\mtPoint{mostLeft}!if (q === 0) {
    return q;
  }else{
    !\cPart{localVar}{let r}! = p % q;
    return gcd(q, r);!\extremPoint{mostRight}!
  }!\mbPoint{mostBottom}!
}
\end{lstlisting}
};
\fitExtrem{fnBody}{(mostLeft) (mostRight) (mostBottom)}
\end{tikzpicture}

```

cPart marks a single line code part

extremPoint-s mark outer most of the function body

Figure 2 shows the result of the above code.

```

function gcd(p,q) {
  if (q === 0) {
    return q;
  }else{
    let r = p % q;
    return gcd(q, r);
  }
}

```

Figure 2: Code Listing with mark of code parts

1.4 Add Annotations to Listing

This step is the same as the description in the main document of package `codeanatomy`. Readers can typeset annotations to the above listing like an exercise.

2 Some examples

Most of examples in this section are redrawn from the textbook [1].

2.1 Anatomy of a Java Program [1, p. 5]

```

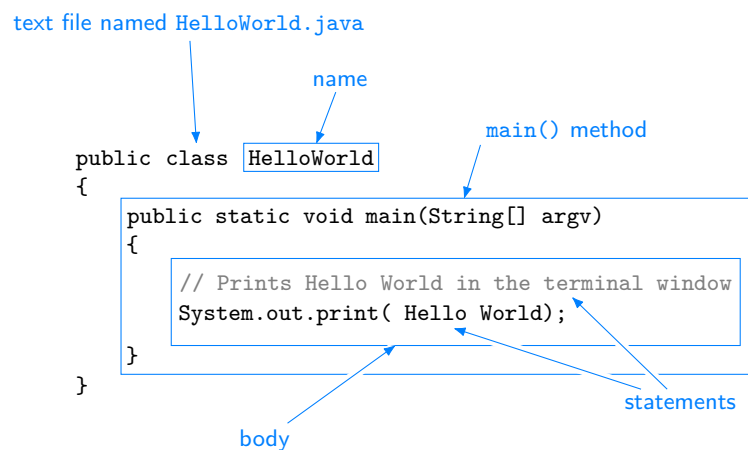
\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[remember picture]
\node[code] [anatomy] at (0,0){%
\begin{lstlisting}
public !\iPart{class}{class}! !\cPart{className}{HelloWorld}!
{
    !\mtPoint{mainLeft}!public static void main(String[] argv)
    {
        !\hmtPoint{left}\iPart{assign}{
            \bgcode{// Prints "Hello World" in the terminal window}}
            \extremPoint{fnR} \extremPoint{mR}!
        !\iPart{fnCall}{System.out.print( "Hello World");}\dmbPoint{mostBottom}!
    }!\mbPoint{mainBottom}!
}
\end{lstlisting}
};

\fitExtrem{classBody}{(mainLeft) (mR) (mainBottom)}
\fitExtrem{functionBody}{(left) (fnR) (mostBottom)}

\codeAnnotation{fileNameText} (1.5,5) {text file named \texttt{HelloWorld.java}}
\codeAnnotation{classNameText} (3.5,4.25) {name}
\codeAnnotation{classBodyText} (6.5,3.6) {\texttt{main()}} method}
\codeAnnotation{functionBodyText} (2.5,-0.5) {body}
\codeAnnotation{statement} (8,0) {statements}

\draw[->,annotation] (fileNameText) -- (class);
\draw[->,annotation] (classNameText) -- (className);
\draw[->,annotation] (classBodyText.south west) -- (classBody);
\draw[->,annotation] (functionBodyText) -- (functionBody);
\draw[->,annotation] (statement) -- (assign.353);
\draw[->,annotation] (statement) -- (fnCall.350);
\end{tikzpicture}

```



2.2 Anatomy of an expression [1, p. 17]

```

\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[remember picture]
\codeBlock{\cPart{op1}{4} \cPart{op}{*} \cPart{op2}{( x - 3 )} }

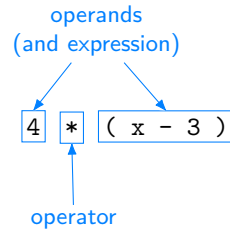
```

```

\codeAnnotation{operand} (1,1.5) {operands\\(and expression)}
\codeAnnotation{operator} (0.7,-1) {operator}

\draw[->,annotation] (operand) -- (op1.north);
\draw[->,annotation] (operand) -- (op2.north);
\draw[->,annotation] (operator) -- (op.south);
\end{tikzpicture}

```

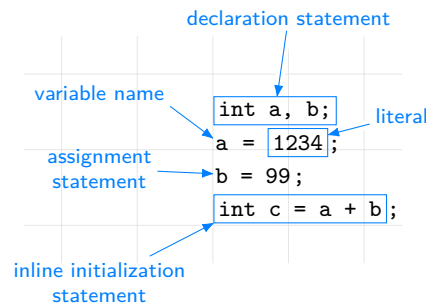


2.3 Using a primitive Data Type [1, p. 17]

```

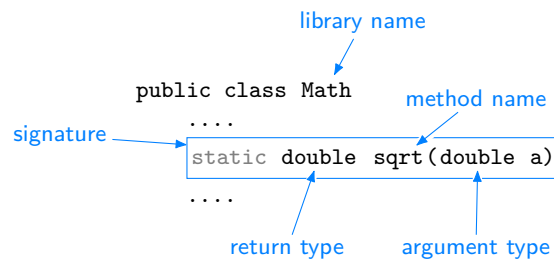
\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[
  remember picture %,
  ,code annotation/.append style = { % customize style of annotation text
    font=\sffamily\footnotesize
  }
]
{[on background layer]\draw[code grid debug] (-2.5,-0.5) grid (2.5,2.5);}
\node(code) [anatomy] at (0,0){%
\begin{lstlisting}
!\cPart{d}{int a, b;}!
!\iPart{v}{a}! = !\cPart{l}{1234}!;
!\iPart{a}{b = 99}!;
!\cPart{i}{int c = a + b}!;
\end{lstlisting}
};
% Annotations
\codeAnnotation{declareText} ( 1,2.75 ) {declaration statement}
\codeAnnotation{literalText} ( 2.5,1.45) {literal}
\codeAnnotation{varText} ( -1.5,1.75 ) {variable name}
\codeAnnotation{assignText} ( -1.5,0.75 ) {assignment\\statement}
\codeAnnotation{initText} ( -1.5,-0.75) {inline initialization\\statement}
% Arrows
\draw[->,annotation] (declareText) -- (d);
\draw[->,annotation] (literalText) -- (l);
\draw[->,annotation] (varText.south east) -- (v);
\draw[->,annotation] (assignText) -- (a);
\draw[->,annotation] (initText) -- (i.south west);
\end{tikzpicture}

```



2.4 Anatomy of a method signature [1, p. 30]

```
\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[remember picture]
\node[code] [anatomy] at (0,0) {
\begin{lstlisting}
public class !\iPart{1}{Math}!
....
!\cPart{s}{\bgcode{static} \iPart{r}{double} \iPart{n}{sqrt}(\iPart{a}{double} a)}!
....
\end{lstlisting}
};
% Annotation
\codeAnnotation{lText}    (3,2.5)  {library name}
\codeAnnotation{sText}   (-1,1)   {signature}
\codeAnnotation{nText}   (4.5,1.5) {method name}
\codeAnnotation{rText}   (2.0,-0.51){return type}
\codeAnnotation{aText}   (4.5,-0.51){argument type}
% Arrows
\draw[->, annotation] (lText) -- (1);
\draw[->, annotation] (nText) -- (n);
\draw[->, annotation] (sText) -- (s);
\draw[->, annotation] (rText) -- (r);
\draw[->, annotation] (aText) -- (a);
\end{tikzpicture}
```



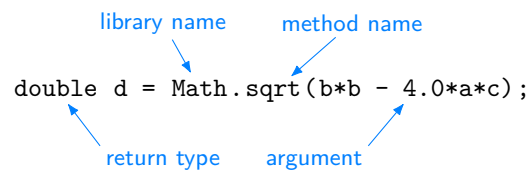
2.5 Using a library method [1, p. 30]

```
\begin{tikzpicture}[remember picture]
\codeBlock{%
\iPart{r}{double} d = \iPart{1}{Math}.\iPart{m}{sqrt}(\iPart{a}{b*b - 4.0*a*c});
}
% Annotation
\codeAnnotation{lText}    (2, 1.125) {library name}
```

```

\codeAnnotation{mText} (4.5, 1.125) {method name}
\codeAnnotation{rText} (2,-0.7) {return type}
\codeAnnotation{aText} (4,-0.7) {argument}
% Arrows
\draw[->,annotation] (lText) -- (l);
\draw[->,annotation] (mText) -- (m);
\draw[->,annotation] (rText.north west) -- (r);
\draw[->,annotation] (aText.north east) -- (a);
\end{tikzpicture}

```



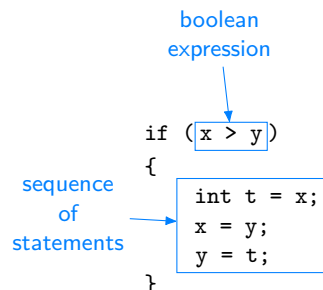
2.6 Anatomy of an if statement [1, p. 51]

```

\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[remember picture]
% {[on background layer]\draw[code grid debug] (-2.5,-0.5) grid (2.5,2.5);}
\node(code) [anatomy] at (0,0) {%
\begin{lstlisting}
if (!\cPart{e}{x > y}!)
{
    int t = x;!\mtPoint{tr}!
    x = y;
    !\mbPoint{bl}! y = t;!\extremPoint{br}!
}
\end{lstlisting}
};

\fitExtrem{b}{(tr) (bl) (br)}
% Annotation
\codeAnnotation{eText} (1,3.5) {boolean\\expression}
\codeAnnotation{bText} (-1,1.125) {sequence\\of\\statements}
% Arrow
\draw[->,annotation] (eText) -- (e);
\draw[->,annotation] (bText) -- (b);
\end{tikzpicture}

```



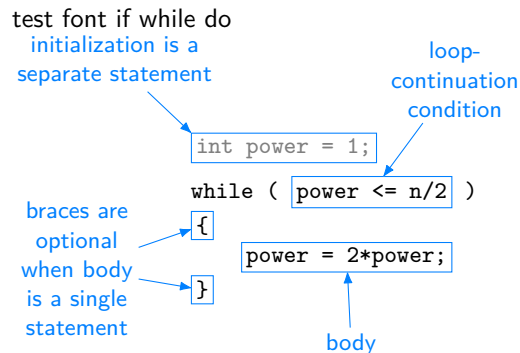
2.7 Anatomy of a while loop [1, p. 54]

```

\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[remember picture]
% {[on background layer]\draw[code grid debug] (-2.5,-0.5) grid (2.5,2.5);}
\node(code) [anatomy] at (0,0) {
\begin{lstlisting}
!\cPart{i}{\bgcode{int power = 1;}}\phantom{\rule[-2ex]{0.1ex}{0.1ex}}!
while ( !\cPart{c}{power <= n/2}! )
!\cPart{po}{\{ }!
    !\cPart{b}{power = 2*power;}!
!\cPart{pc}{\} }!
\end{lstlisting}
};

% Annotation
\codeAnnotation{iText} (-1,3.25) {initialization is a\\separate statement}
\codeAnnotation{cText} (3.5,3) {loop-\\continuation\\condition}
\codeAnnotation{pText} (-1.5,0.5) {braces are\\optional\\when body\\is a single\\statement}
\codeAnnotation{bText} (2.125,-0.5) {body}
% Arrows
\draw[->,annotation] (iText) -- (i.north west);
\draw[->,annotation] (cText) -- (c);
\draw[->,annotation] (bText) -- (b);
\draw[->,annotation] (pText) -- (po);
\draw[->,annotation] (pText) -- (pc);
\end{tikzpicture}

```



2.8 Anatomy of a for loop [1, p. 59]

```

\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[
remember picture
,code annotation/.append style={%
font=\sffamily\itshape\scriptsize
}
]
% {[on background layer]\draw[code grid debug] (-2.5,-0.5) grid (5.5,3.5);}
\node(code) [anatomy] at (0,0){%
\begin{lstlisting}
!\iPart{init}{\bgcode{int power = 1;}}!
for ( !\cPart{i}{int i = 0}; !\cPart{c}{i <= n}; !\cPart{u}{i++}! )
{
    !\mtPoint{left}!\System.out.println(i + " " + power);!\mtPoint{right}!
    power *= 2;!\mbPoint{bottom}!
}
\end{lstlisting}
}

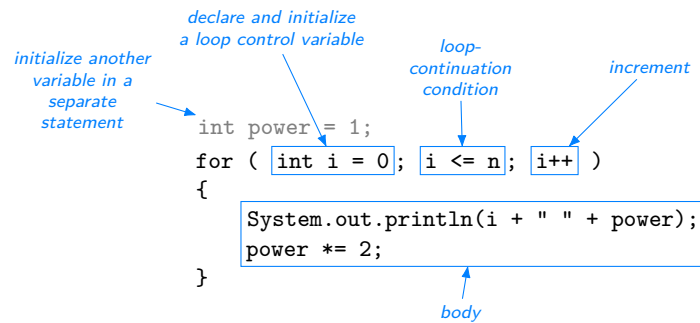
```



```

\end{lstlisting}
};
\fitExtrem{b}{(left) (right) (bottom)}
% Annotations
\codeAnnotation{initText} (-1.5,2.7) {initialize another\\variable in a\\separate\\statement}
\codeAnnotation{iText} (1,3.5) {declare and initialize\\a loop control variable}
\codeAnnotation{cText} (3.5,3) {loop-\\continuation\\condition}
\codeAnnotation{uText} (6,3) {increment}
\codeAnnotation{bText} (3.5,-0.25) {body}
% arrows on the background
{[on background layer]
\draw[->,annotation] (initText.350) -- (init.north west);
\draw[->,annotation] (iText) -- (i);
\draw[->,annotation] (cText) -- (c);
\draw[->,annotation] (uText) -- (u);
\draw[->,annotation] (bText) -- (b);
}
\end{tikzpicture}

```



2.9 Anatomy of a static method [1, p. 196]

```

\lstset{escapeinside={!}{!}}
\begin{tikzpicture}[remember picture]
  %[[on background layer]\draw[code grid debug] (-2.5,-0.5) grid (8.5,3.5);]
  \node[code] [anatomy] at (0,0) {%
\begin{lstlisting}
!\cPart{s}{public static \cPart{rt}{double} \cPart{fn}{harmonic}(\cPart{al}{\iPart{at}{int} \iPart{pv}{n}})!
{
  !\hmtPoint{left}\cPart{lv}{double sum}!= 0.0;
  for (int i = 0; i <= n; ++i)!\extremPoint{right}!
  {
    sum += 1.0/i;
  }
  !\cPart{rs}{return sum;}\dmbPoint{bottom}!
}
\end{lstlisting}
};

\fitExtrem{b}{(left) (right) (bottom)}

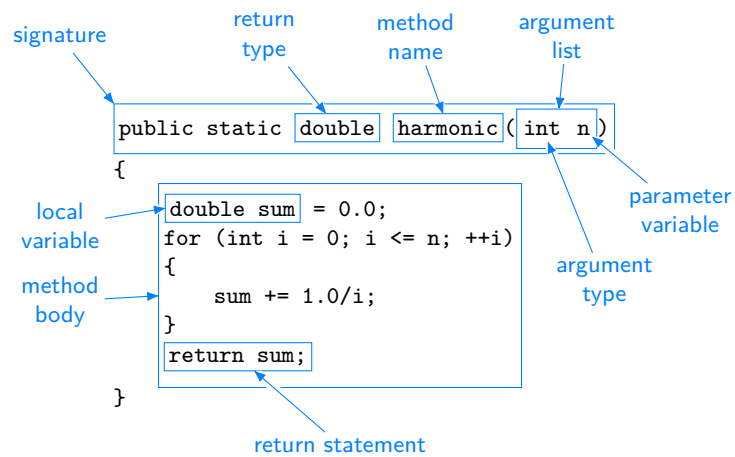
% Annotation
\codeAnnotation{sText} (-0.7,5) {signature}
\codeAnnotation{rtText} (2,5) {return\\type}
\codeAnnotation{fnText} ( 4,5) {method\\name}
\codeAnnotation{alText} ( 6,5) {argument\\list}
\codeAnnotation{atText} (6.5,1.75) {argument\\type}

```

```

\codeAnnotation{pvText} (7.5,2.70) {parameter\\variable}
\codeAnnotation{lvText} (-0.7,2.5) {local\\variable}
\codeAnnotation{bText} (-0.7,1.5) {method\\body}
\codeAnnotation{rsText} (3,-0.4) {return statement}
% Arrows
\draw[->,annotation] (sText) -- (s.north west);
\draw[->,annotation] (rtText) -- (rt);
\draw[->,annotation] (fnText) -- (fn);
\draw[->,annotation] (alText) -- (al);
\draw[->,annotation] (atText) -- (at);
\draw[->,annotation] (pvText) -- (pv);
\draw[->,annotation] (lvText) -- (lv.west);
\draw[->,annotation] (bText) -- (b);
\draw[->,annotation] (rsText) -- (rs);
\end{tikzpicture}

```



References

- [1] Robert Sedgewick and Kevin Wayne. *Computer Science. An Interdisciplinary Approach*. Addison-Wesley, 2016.