

Verbatim environments

JCF

2016-03-17

If you want to avoid any interpretation of symbols or commands, use the environment `verbatim`.

Example:

```
\begin{verbatim}
This is
a \textit{just} $ ! -- whatever
\end{verbatim}
```

```
This is
a \textit{just} $ ! -- whatever
```

For small amounts of text use:

```
normal text \verb|text $%%%# }| normal text
```

```
normal text text $%%%# } normal text
```

The character after `\verb` (the delimiter) can be any character:

```
Normal text \verb/...|...|.../ again $ \pi^2$
```

```
Normal text ...|...|... again  $\pi^2$ 
```

The package `fancyvrb` (available at <https://www.ctan.org/pkg/fancyvrb>) allows you to make fancy stuff with an extended version of the environment:
`Verbatim`

```
\begin{Verbatim}[frame=lines,framerule=1mm,numbers=left]
  First verbatim line.
  Second verbatim line.
  Third verbatim line.
\end{Verbatim}
```

```
1 First verbatim line.
2 Second verbatim line.
3 Third verbatim line.
```

There are lots of other possibilities!

If you want to execute commands inside verbatim text, use the package `alltt`.

```
\begin{alltt}
This environment preserves
    the formatting and the spacing
    but \textcolor{red}{executes} commands and
    some math expressions \(\pi\approx3.14\)
\end{alltt}
```

```
This environment preserves
    the formatting and the spacing
but executes commands and
some math expressions  $\pi \approx 3.14$ 
```

The package `listings` (available at <http://ctan.org/pkg/listings>) can format code for many languages.

```
\begin{lstlisting}[language=C,frame=single,
                 basicstyle=\footnotesize\ttfamily,
                 commentstyle=\itshape\color{purple!40!black},
                 numbers=left]
#include <stdio.h>
int main (void) {
    printf("Hello World!\n"); /*comment */
    return 0;
}
\end{lstlisting}
```

```
1 #include <stdio.h>
2 int main (void) {
3     printf("HelloWorld!\n"); /*comment */
4     return 0;
5 }
```

You can also include (part of) a file:

```
\lstinputlisting[language=C++,tabsize=2,frame=L]{file.cpp}
```

```
#include <iostream>

int main(void)
{
    std :: cout << "Hello world!" << std :: endl;
    return 0;
}
```