The `ntabbing` environment*

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Abstract

The `ntabbing` environment is an extension of the `tabbing` environment that supports automatic line numbering. The lines can be referenced using the standard `\label` and `\ref` mechanism.

1 Intorduction

Figure 1 shows an `ntabbing` environment example and its corresponding latex output. Every line inside the `ntabbing` environment which is labeled is automatically numbered. The lines can be referenced from within the environment or from the outside. If a line just needs to be numbered, `\label{}` can be used. Line numbers can be reset back to one at any point using the `\reset` command (line numbering continues across `ntabbing` environments)

2 User Interface

`\begin{ntabbing}`
`\end{ntabbing}` The text that needs to be numbered should start with `\begin{ntabbing}` and end with `\end{ntabbing}`. The `ntabbing` environment is an extension of the `tabbing` environment and all the tabbing commands are supported.

`\label{}` The `\label{}` command automatically numbers the line with the current sequence number. It can appear at any point in a line up to the `\\`.

`\label{xxx}` Like `\label{}` but the line can be referenced using `\ref{xxx}`.

`\reset` Resets line numbering. Line numbers can be reset several times in the environment. Notice that line numbers are *not* automatically reset at the beginning of every `ntabbing` block.

*The latest version of this file and the associated latex style can be found at `ftp://ftp.math.tau.ac.il/pub/stupp/latex`.

```
 Recursion example (Function $f$, Line~\ref{rec}).
\begin{ntabbing}
123\=123\=\kill
int $f$(int $i$)\\
\>if ($i<2$) return($i$); \label{}\\
\>return $i$*$f$($i-1$); // recurse\label{rec}\\
\\
\reset
 int main()\\\
 \>for $i$:=1 to 10\label{}\\
 \>\>$s:=s+f(i)$;\label{}\\
 \>return(s);\label{}\\
\end{ntabbing}
```

Recursion example (Function f, Line 2).

```
   int f(int i)
 1:      if (i < 2) return(i);
 2:      return i*f(i − 1); // recurse

   int main()
 1:      for i:=1 to 10
 2:          s := s + f(i);
 3:      return(s);
```

Figure 1: Simple `ntabbing` example.