

pascaltriangle 宏包 ⇒ English Version

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Contents

1	引言	2
2	用户接口	2
2.1	<code>\pascal</code> 绘图命令	2
2.2	<code>\pascalset</code>	2
3	外观选项	2
4	Introduction	5
5	Interfaces	5
5.1	<code>\pascal macro</code>	5
5.2	<code>\pascalset macro</code>	5
6	options	6
	Index	8

*<https://github.com/registor/pascaltriangle>

†https://gitee.com/nwafu_nan/pascaltriangle

1 引言

`pascaltriangle` 是一个基于 TikZ 用 `expl3` 开发的 Pascal 三角形 (杨辉三角形) 生成宏包, 它提供了一个唯一的绘图命令 `\pascal`, 并可以通过不同命令的命令选项或 `\pascalset` 命令设置生成不同外观的等腰或直角 Pascal 三角形。

2 用户接口

2.1 `\pascal` 绘图命令

`\pascal` `\pascal` [`<外观选项>`] `{<层数>}`

用于绘制一个 Pascal 三角形。

该命令仅有一个必选参数 `{<层数>}`, 用于指定 Pascal 三角形的层数。

在 [`<外观选项>`] 中可以通过 key-value 方式设置三角形形状、大小等外观。

三角形的外观也可以通过 `\pascalset` 命令的逗号分隔 key-value 列表进行设置

2.2 `\pascalset`

`\pascalset` `\pascalset` `{<外观选项>}`

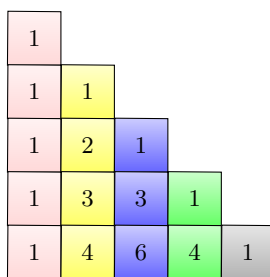
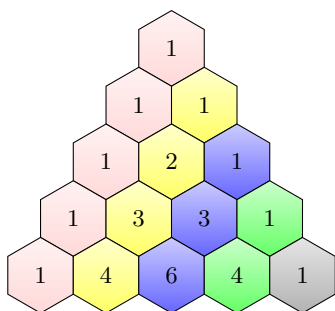
用于设置一个 Pascal 三角形的外观。

在 `{<外观选项>}` 中可以通过 key-value 方式设置三角形形状、大小等外观。

3 外观选项

`shape = <形状>` (initially iso)

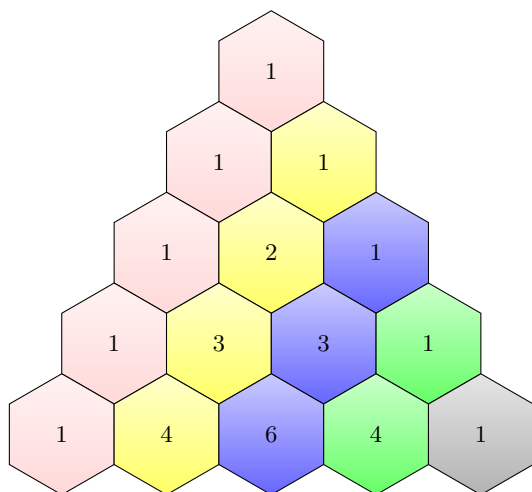
设置 Pascal 三角形的形状, 目前支持 `iso`—等腰三角形和 `rt`—直角三角形。



```
1 \centering
2 \pascal{5}\qqad
3 \pascal[shape=rt]{5}
```

`radius = <半径>` (initially 0.5cm)

设置三角形每个单元外接圆半径, 注意需要带有单位。

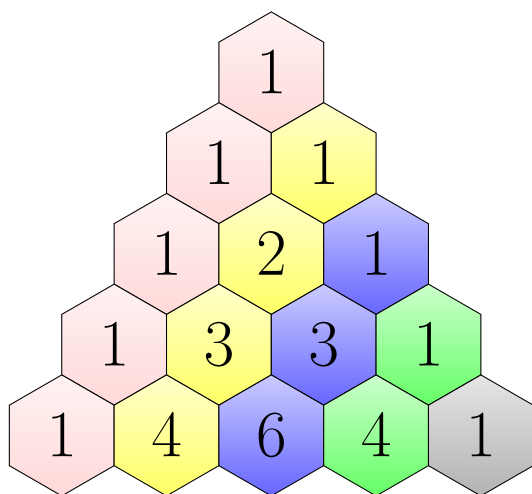


```

1 \centering
2 \pascal[radius=0.8cm]{5}

```

fontsize = \langle 字号命令 \rangle (initially \small)
 设置三角形每个单元中数字文本大小。

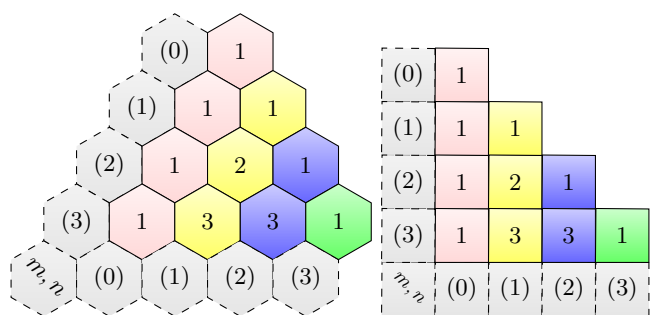


```

1 \centering
2 \pascal[radius=0.8cm,
3   fontsize=\Huge]{5}

```

withnum = \langle 布尔值 \rangle (initially false)
 设置是否显示 Pascal 三角形的行列编号。

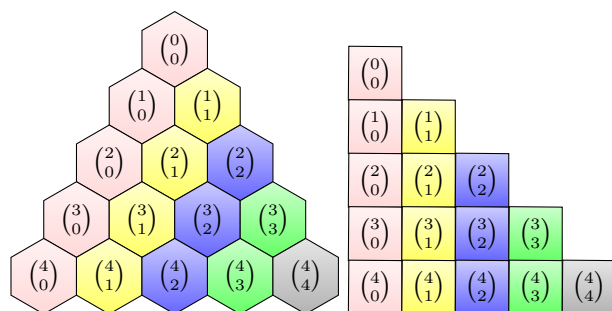


```

1 \centering
2 \pascal[withnum]{4}
3 \pascal[withnum,shape=rt]{4}

```

binom = \langle 布尔值 \rangle (initially false)
 设置是否显示用二项式表达式显示各元素值。



```

1 \centering
2 \pascal[binom]{5}
3 \pascal[binom,shape=rt]{5}

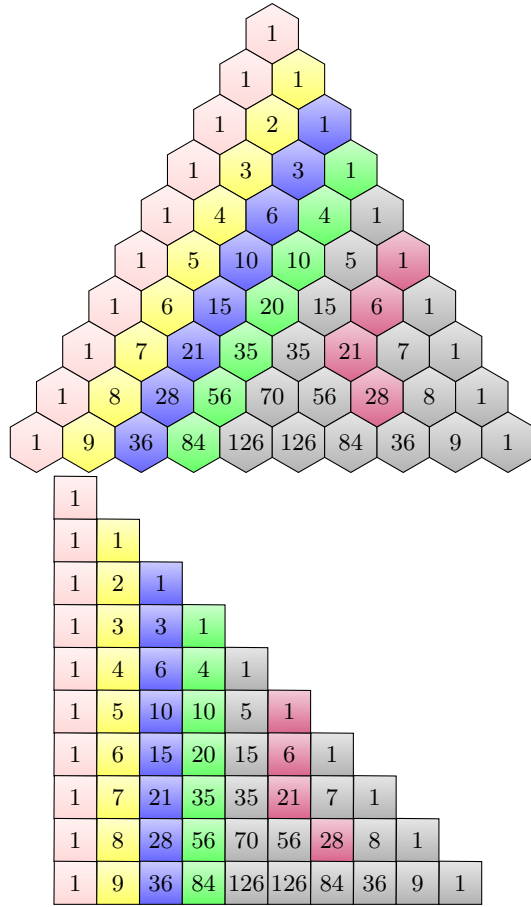
```

`fillr = <整数>` (initially 1)

设置需要表示前列累加的单元格行号，注意行号是当前列自顶向下从 0 开始计数。

`fillc = <整数>` (initially 1)

设置需要表示前列累加的单元格列号，注意列号是自左向右从 0 开始计数。



```
1 \centering
2 \pascalset{fillr=2,fillc=6,
3     radius=0.4cm}
4 \pascal{10}\\
5 \pascal[shape=rt]{10}
```

Package `pascaltriangle`

⇒ 中文版本

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January 28, 2022 v1.0.1 *†

4 Introduction

`pascaltriangle` is a Pascal triangle(Yanghui triangle) generation package based on TikZ developed in `expl3`, which provides a unique drawing command `\pascal`, and can be set by different options or `\pascalset` macro to generates isosceles or right-angle Pascal triangles with different appearances.

5 Interfaces

5.1 `\pascal` macro

`\pascal` `\pascal` [*options*] {*order*}

Used to draw a Pascal triangle.

This macro has only one mandatory parameter {*order*}, which specifies the number of layers of the Pascal triangle.

In [*options*] you can set the appearance of the triangle shape, size, etc. by key-value method.

The appearance of the triangle can also be set via the comma-separated key-value list of the `\pascalset` macro

5.2 `\pascalset` macro

`\pascalset` `\pascalset` {*options*}

Used to set the appearance of Pascal triangle.

In [*options*] you can set the appearance of the triangle shape, size, etc. by key-value method.

*<https://github.com/registor/pascaltriangle>

†https://gitee.com/nwafu_nan/pascaltriangle

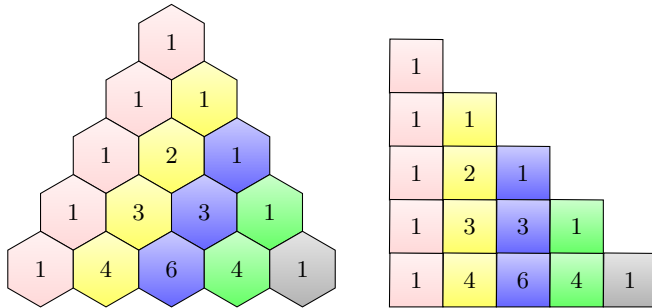
*<https://github.com/registor/pascaltriangle>

†https://gitee.com/nwafu_nan/pascaltriangle

6 options

shape = $\langle shape \rangle$ (initially iso)

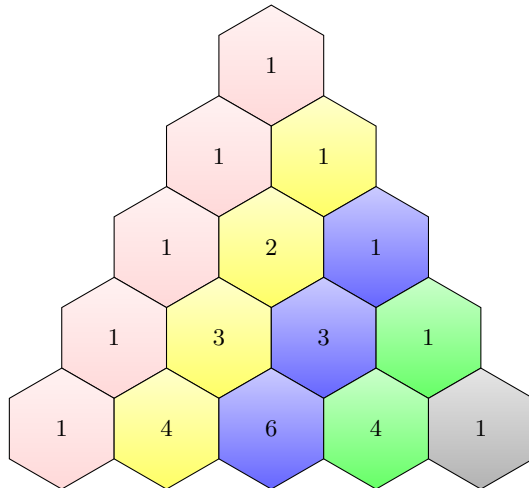
Sets the shape of Pascal triangle currently supporting `iso`—isosceles triangles and `rt`—right-angle triangles.



```
1 \centering
2 \pascal{5}\qqad
3 \pascal[shape=rt]{5}
```

radius = $\langle radius \rangle$ (initially 0.5cm)

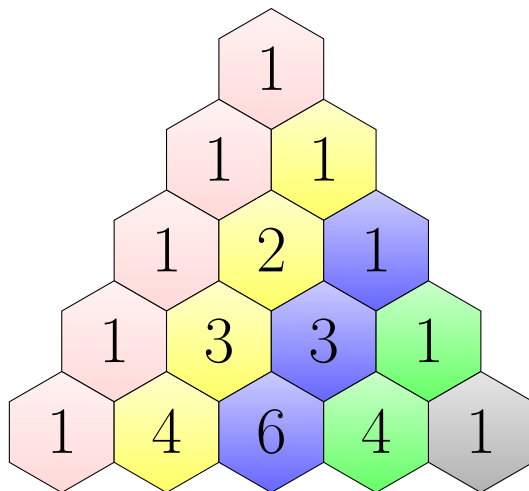
Set the radius of the outer circle of each cell of the triangle, note that it needs to have units.



```
1 \centering
2 \pascal[radius=0.8cm]{5}
```

fontsize = $\langle fontsize \rangle$ (initially \small)

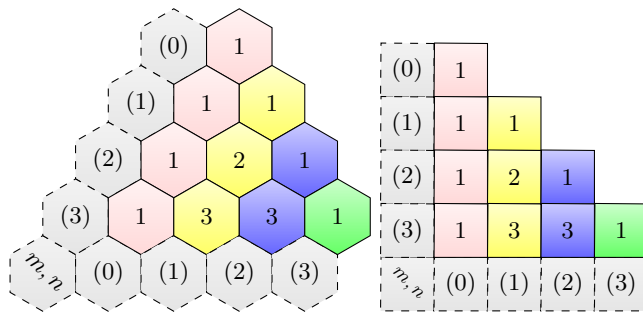
Sets the fontsize of each cell of the triangle.



```
1 \centering
2 \pascal[radius=0.8cm,
3   fontsize=\Huge]{5}
```

withnum = $\langle bool \rangle$ (initially false)

Sets whether to show the Pascal triangle row/col numbers or not.



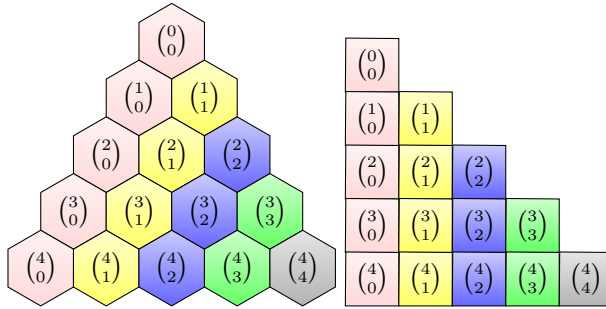
```

1 \centering
2 \pascal[withnum]{4}
3 \pascal[withnum,shape=rt]{4}

```

binom = *(bool)* (initially false)

Sets whether to show each element value with binomial expressions or not.



```

1 \centering
2 \pascal[binom]{5}
3 \pascal[binom,shape=rt]{5}

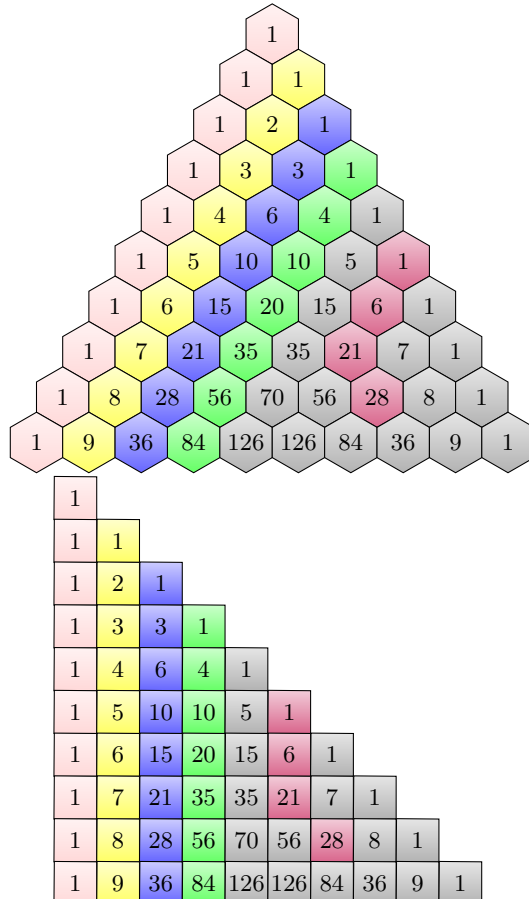
```

fillr = *(integer)* (initially 1)

Set the row number of the cell that needs to indicate the sum of the pre-column, note that the row number is in the current column counted from the top down based 0.

fillc = *(integer)* (initially 1)

Set the col number of the cell that needs to indicate the sum of the pre-column, note that the col number is counted from the left to right based 0.



```

1 \centering
2 \pascalset{fillr=2,fillc=6,
3         radius=0.4cm}
4 \pascal{10}
5 \pascal[shape=rt]{10}

```

Index

The italic numbers denote the pages where the corresponding entry is described, numbers underlined point to the definition, all others indicate the places where it is used.

B		P	
binom (option)	<i>3, 7</i>	<code>\pascal</code>	<i>2, 5</i>
		<code>\pascalset</code>	<i>2, 5</i>
F		R	
fillc (option)	<i>4, 7</i>	radius (option)	<i>2, 6</i>
fillr (option)	<i>4, 7</i>		
fontsize (option)	<i>3, 6</i>	S	
O		shape (option)	<i>2, 6</i>
options:		<code>\small</code>	<i>3, 6</i>
binom	<i>3, 7</i>	T	
fillc	<i>4, 7</i>	TeX and L ^A T _E X 2 _ε commands:	
fillr	<i>4, 7</i>	<code>\pascal</code>	<i>2</i>
fontsize	<i>3, 6</i>	<code>\pascalset</code>	<i>2</i>
radius	<i>2, 6</i>	W	
shape	<i>2, 6</i>	withnum (option)	<i>3, 6</i>
withnum	<i>3, 6</i>		