A Preprocessor is a program that converts a type of data into another type. Generally, it aims to help you write a cleaner, shorter and a more readable code.

HTML Preprocessors

Here are some of the more popular preprocessor languages for HTML:

1. Slim

* A preprocessor language that aims to ‘reduce the view syntax’ (Slim documentation) of the essential parts of your code or rather, reduce the length of your code by shortening its syntax.

1. Haml

* Short for HTML abstraction markup language, Haml is a markup language which aims to provide the ability to write elegant code. It requires Ruby to be installed for it to be compiled into HTML.

1. Pug

* Formerly known as “Jade” and was renamed due to it being a registered trademark already. It was renamed to “Pug” in 2015.
* A JavaScript language for creating HTML markups that allows you to write simplified, elegant and concise code while being close to the syntax of HTML. It has a number of powerful features such as loops, the use of JavaScript, and interpolation.

According to Haml, the core principles surrounding preprocessors are the following. These principles were able to largely influence other preprocessors (startae.com).

* ‘Your Markup should be beautiful.’ Your code must be easily readable and beautiful to the eyes.
* ‘Your Markup should be DRY.’ DRY stands for “Don’t Repeat Yourself” which means that it should reduce redundancy in your code.
* ‘Your Markup should be well-indented.’ Much like the first principles, your code should be properly indented for it to be easily readable and properly organized.
* ‘HTML structure should be clear.’ Like the previous principle, structuring your code is important to show the organization of the final output.

References:

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