Client-Side Rendering

Templating UI Elements



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UI Rendering

Building Web Content

Rendering Concepts



- Rendering means to dynamically generate content
 - As opposed to having static HTML files
 - Can be parts of a web page, or an entire web application
 - Virtually all contemporary sites use dynamic generation
- Can be performed on the server and on the client (browser)

Server-Side Rendering



Client-Side Rendering

Server-Side vs Client-Side

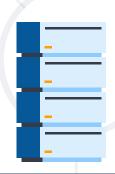


Server-Side

- User sends request
- Server generates HTML
- HTML is sent to the client
- Browser interprets HTML



- User sends request
- CDN serves files and JS
- JS fetches data
- JS generates DOM elements







Pros and Cons of Client-Side Rendering



Benefits:

- The page is never reloaded, and interaction is instant
- State and data can be shared across views
- Only dynamic content needs to be fetched after start

Drawbacks:

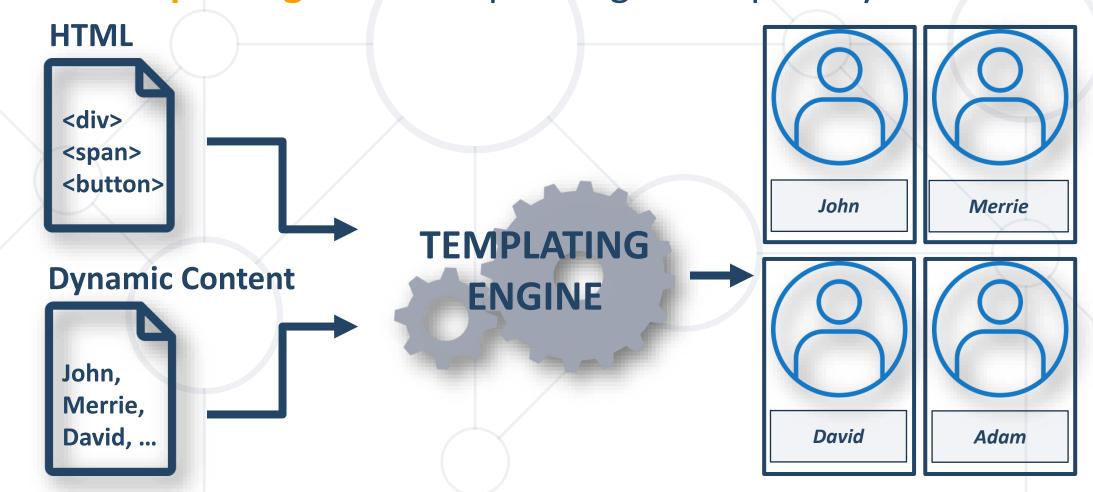
- Longer initial load times
- Not SEO-friendly
- Poor performance with slow client machines



What is Templating?



Templates allow similar content to be replicated in a web page,
 without repeating the corresponding markup everywhere



Templating Concepts



- On the server, templates are used to generate HTML
 - E.g., content from a database is inserted into placeholders
- On the client, templates are used to create DOM elements
 - The template defines the structure of a view
 - Content is fetched from a REST service
 - The structure is recreated and populated with the data
 - A templating engine is used to streamline the process

Templating Benefits



- Productivity avoid repeating markup
- Save bandwidth fetch just the dynamic content
- Composability reuse elements on multiple pages
- Separation of concerns separate views from logic
- Interactivity instant feedback to the user

Templating Best Practices



- Templates should be as simple as possible
 - Do not write business logic in the templates
- Follow the principles of functional programming
 - Templates are basically pure functions





Custom Templates

Creating a Simple Templating Engine

Project Requirements



- A templating engine generally allows:
 - Templates to be defined in files, separate from business logic
 - A markup syntax close to HTML to be used
 - Values to be inserted via rendering context
 - Templates to be composed to create layouts
- Additional features of some libraries:
 - Caching of template results
 - Automating diff-checking and partial updates





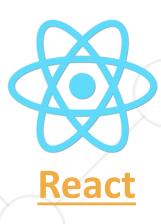
Templating Engines

Overview of Popular JS Libraries

Popular Templating Engines



Frameworks:







Standalone Packages:







Web Components



External Templating Library

Using lit-html to Generate Content from Templates

What is lit-html?



lit-html is and efficient, expressive templating library

```
let sayHello = (name) => html`<h1>Hello ${name}</h1>`;
render(sayHello('World'), document.body);
```

- Part of the Polymer Project
- Allows rendering and partial updating of templates
- Uses standard JavaScript and HTML syntax
- Can be customized and extended
- Compatible with all major browsers

Getting Started



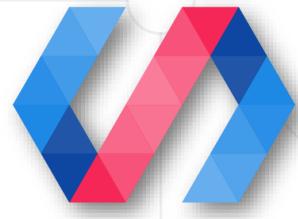
Installation via npm package:

```
npm install lit-html
```

Direct import from online CDN (no installation):

```
import {html, render} from 'https://unpkg.com/lit-html?module';
```

- Online live editors:
 - CodeSandbox
 - JSBin
 - StackBlitz



Usage



■ To use lit-html, import it as a module:

```
<script type="module">
   import { html, render }
    from './node_modules/lit-html/lit-html.js';

...
   </script>
    Path to main file (use live-server to start)
```

```
let sayHello = (name) => html`<h1>Hello ${name}</h1>`;
render(sayHello('World'), document.body);
```

Rendering a Template



- lit-html has two main APIs:
 - The html template tag used to write templates.
 - The render() function used to render a template to DOM container

```
const template = // Template definition
```

```
render(template(state), document.body);
```

Populate with data

Parent node

Tag Functions / Tagged Templates



 A tagged template is a function call that uses a template literal from which to get its arguments

```
// Tag Function Call
greet`I'm ${name}. I'm ${age} years old.`
```

Create a greet function and just log the arguments:

```
function greet() {
   console.log(arguments[0]); // array
   console.log(arguments[1]); // name
   console.log(arguments[2]); // age
}
```

Attribute Binding



In addition to using expressions in the text content of a node, you can bind them to a node's attribute and property values, too:

```
const myTemplate = (data) => html`<div
  class=${data.cssClass}>Stylish text.</div>`
```

Use the ? prefix for a boolean attribute binding:

```
const myTemplate = (data) => html`<div
?disabled=${!data.active}>Stylish text.</div>`
```

Property Binding



You can also bind to a node's JavaScript properties using the . prefix and the property name:

```
const myTemplate = (data) => html`<input
    .value=${data.value}></input>`;
```

You can use property bindings to pass complex data down the tree to subcomponents:

```
const myTemplate = (data) => html`<my-list
    .listItems=${data.items}></my-list>`;
```

Handling Events



- Templates can also include declarative event listeners
- An event listener looks like an attribute binding, but with the prefix @ followed by an event name:

Conditional Statements



• lit-html has no built-in control-flow constructs. Instead you use normal JavaScript expressions and statements:

List Rendering



■ To render lists, you can use Array.map to transform a list of data into a list of templates:

Directives: classes and classMap



The classMap directive lets you set a group of classes based on an object:

```
import { classMap } from './node_modules/lit-
html/directives/class-map.js';
const itemTemplate = (item) => {
  const classes = { selected: item.selected };
  return html <div class="menu-item"
    ${classMap(classes)}">Classy text</div>`;
```

Directives: styles and styleMap



You can use the styleMap directive to set inline styles on an element in the template:

```
import { styleMap } from './node_modules/lit-
    html/directives/style-map.js';
const styles = {
 color: myTextColor,
 backgroundColor: highlight ? myHighlightColor:
    myBackgroundColor
};
html`<div style=${styleMap(styles)}>Hi there!</div>`;
```

Directives: repeat



Repeats a series of values generated from an iterable, and updates those items efficiently when the iterable changes:

```
import { repeat } from './node_modules/lit-
    html/directives/repeat';
const myTemplate = () => html`
  <l
   ${repeat(items, (i) => i.id, (i, index) => html`
      $\{\index\}: $\{\index\} \(\li\)\}
```

Summary



- Client-side rendering is used in most modern applications
- Templates speed up and simplify the development process
- For easier and more efficient rendering use lit-html





Questions?



















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