

Code

Pug allows you to write inline JavaScript code in your templates. There are three types of code: Unbuffered, Buffered, and Unescaped Buffered.

Unbuffered Code ¶

Unbuffered code starts with `-`. It does not directly add anything to the output.

```
- for (var x = 0; x < 3; x++)
  li item
```

```
<li>item</li>
<li>item</li>
<li>item</li>
```

Pug also supports block unbuffered code:

```
- 
  var list = ["Uno", "Dos", "Tres",
              "Cuatro", "Cinco", "Seis"]
  each item in list
    li= item
```

```
<li>Uno</li>
<li>Dos</li>
<li>Tres</li>
<li>Cuatro</li>
<li>Cinco</li>
<li>Seis</li>
```

Buffered Code ¶

Buffered code starts with `=`. It evaluates the JavaScript expression and outputs the result. For security, buffered code is first HTML escaped.



```
= 'This code is <escaped>!'
<p>This code is &lt;escaped&gt;!</p>
```

It can also be written inline (after any attributes), and supports the full range of JavaScript expressions:

```
p= 'This code is' + ' <escaped>!'
p(style="background: blue")= 'A message with a ' + 'blue' +
<p>This code is &lt;escaped&gt;!</p>
<p style="background: blue">A message with a blue background
```

Unescaped Buffered Code ¶

Unescaped buffered code starts with `!=`. It evaluates the JavaScript expression and outputs the result. Unescaped buffered code does not perform any escaping, so is unsafe for user input:

```
p
!= 'This code is <strong>not</strong> escaped!'
```

Unescaped buffered code can also be written inline with attributes, and supports the full range of JavaScript expressions:

```
p!= 'This code is' + ' <strong>not</strong> escaped!'
```

```
<p>This code is <strong>not</strong> escaped!</p>
```

Caution

Unescaped buffered code can be dangerous. You must be sure to sanitize any user inputs to avoid cross-site scripting (XSS).



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