egonl  
Version 0.1  
August 2017

SharpDocx

# Summary

SharpDocx is a library to programmatically create Word documents. It’s inspired on Web technologies like ASP.NET. Developers familiar with classic ASP.NET should feel right at home.

With SharpDocx, the developer first creates a view. This is a Word document which also contains C# code. This is usually done in Microsoft Word.

Next, the developer programmatically creates new documents based on this view. The views can optionally be supplied with a user defined model. This is usually done in Visual Studio using C#.

Out of the box SharpDocx supports most standard scenario’s, like inserting text, tables and images. If something more specific is required, developers can extend views in order to implement those requirements.

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# The basics

At any point in the text you can insert C# statements. Like right here.

The result looks like this:



## Write method

If you want to display the value of i, you can use the Write method. Right now, i is 1.

There’s also a shorthand notation for the Write method: i is still 1.

## Conditional content

You can use an if statement to display conditional content: this will be displayed. In this case, any formatting will be lost because the code parser ignores any formatting.

If you want to conditionally display text with formatting, use two code blocks and place the text between curly brackets, like this: this **will** *also* be displayed.

If you want, you can span multiple elements. E.g.

## Loops

If you want to add something in a loop, you should do so programatically. This example does loop, but doesn’t add anything to the document:

The value of i is **9.**

In the next loop we’ll call the CreateParagraph method, which will insert new paragraphs:

The value of i is **0.**

The value of i is **1.**

The value of i is **2.**

The value of i is **3.**

The value of i is **4.**

The value of i is **5.**

The value of i is **6.**

The value of i is **7.**

The value of i is **8.**

The value of i is **9.**

Tables

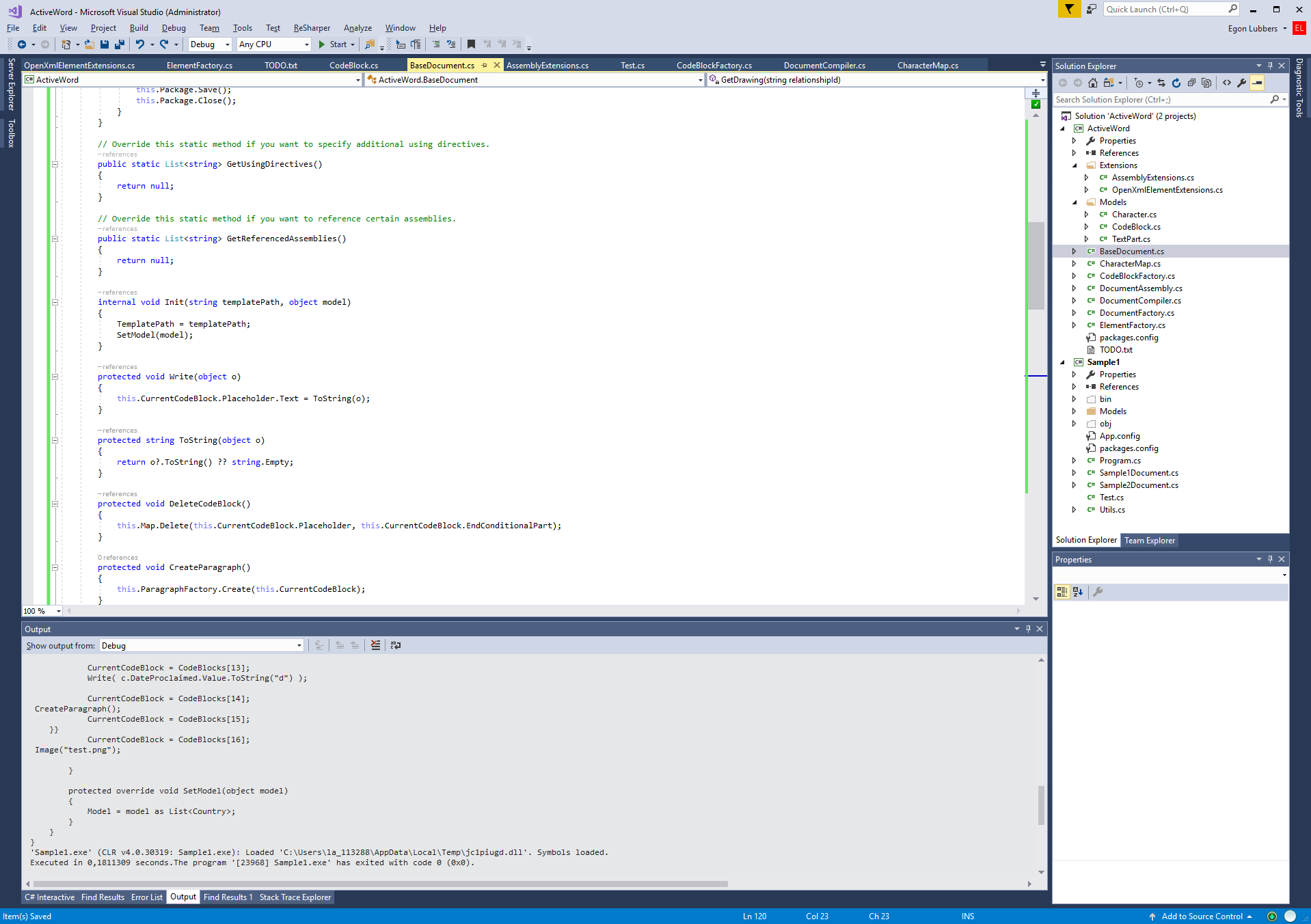
|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **i \* 1** | **i \* 2** | **i \* 3** | **i \* 4** | **i \* 5** | **i \* 6** | **i \* 7** | **i \* 8** | **i \* 9** | **i \* 10** |
| **1** | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **2** | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| **3** | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 | 30 |
| **4** | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 | 40 |
| **5** | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |
| **6** | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 | 60 |
| **7** | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 | 70 |
| **8** | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
| **9** | 18 | 27 | 36 | 45 | 54 | 63 | 72 | 81 | 90 |
| **10** | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 | 100 |

Images







Just one more: 

## Replacing text

If you want to replace text, you can use the Map.Replace method.. It will replace all occurences of the specified string.

Here’s the **replaced text**. And here’s some more replaced text.

## The map

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The value of i is 6.
The value of i is 7.
The value of i is 8.
The value of i is 9.
Tables
i \* 1
i \* 2
i \* 3
i \* 4
i \* 5
i \* 6
i \* 7
i \* 8
i \* 9
i \* 10
1
2
3
4
5
6
7
8
9
10
2
4
6
8
10
12
14
16
18
20
3
6
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80
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