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Template inheritance

Jade supports template inheritance via the `block` and `extends` keywords. A block is simply a "block" of Jade that may be replaced within a child template, this process is recursive.

Jade blocks can provide default content if desired, however optional as shown below by ``block scripts``, ``block content``, and ``block foot``.

layout.jade

```
html
  head
    title My Site - #{title}
    block scripts
      script(src='/jquery.js')
  body
    block content
    block foot
      #footer
      p some footer content
```

Now to extend the layout, simply create a new file and use the ``extends`` directive as shown below, giving the path (with or without the `.jade` extension). You may now define one or more

blocks that will override the parent block content, note that here the `foot` block is `_not_` redefined and will output "some footer content".

page-a.jade

```
extends ./layout.jade

block scripts
  script(src='/jquery.js')
  script(src='/pets.js')

block content
  h1= title
  each pet in pets
    include pet
```

It's also possible to override a block to provide additional blocks, as shown in the following example where `content` now exposes a `sidebar` and `primary` block for overriding, or the child template could override `content` all together.

sub-layout.jade

```
extends ./layout.jade

block content
  .sidebar
    block sidebar
      p nothing
  .primary
    block primary
      p nothing
```

page-b.jade

```
extends ./sub-layout.jade

block content
  .sidebar
    block sidebar
      p nothing
  .primary
    block primary
      p nothing
```

Block append / prepend

Jade allows you to *replace* (default), *prepend*, or *append* blocks. Suppose for example you have default scripts in a "head" block that you wish to utilize on *every* page, you might do this:

```
html
  head
    block head
      script(src='/vendor/jquery.js')
      script(src='/vendor/caustic.js')
  body
    block content
```

Now suppose you have a page of your application for a JavaScript game, you want some game related scripts as well as these defaults, you can simply `append` the block:

```
extends layout

block append head
  script(src='/vendor/three.js')
  script(src='/game.js')
```

When using `block append` or `block prepend` the `block` is optional:

```
extends layout

append head
  script(src='/vendor/three.js')
  script(src='/game.js')
```