Doctype

```
doctype html
```

```
<!DOCTYPE html>
```

Doctype Shortcuts

There are shortcuts for commonly used doctypes:

doctype html
```
<!DOCTYPE html>
```

doctype xml
```
<?xml version="1.0" encoding="utf-8" ?>
```

doctype transitional
```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http:/
```

doctype strict
```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN" "http://www.w
```

doctype frameset

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Frameset//EN" "http://www
```

doctype 1.1

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN" "http://www.w3.org/T
```

doctype basic

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML Basic 1.1//EN" "http://www.w3
```

doctype mobile

```
<!DOCTYPE html PUBLIC "-//WAPFORUM//DTD XHTML Mobile 1.2//EN" "http://
```

Custom Doctypes

You can also use your own literal custom doctype:

```
doctype html PUBLIC "-//W3C//DTD XHTML Basic 1.1//EN"
```

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML Basic 1.1//EN">
```

Doctype Option

The doctype affects compilation in some other cases, for example self closing tags and boolean attributes (http://localhost:3000/reference/attributes#booleanattribs)). For this reason, you might sometimes want to specify it manually. You can do this via the `doctype` option. e.g.

```
var jade = require('./');

// Compile a function
var fn = jade.compile('img(src="foo.png")', {doctype: 'xml'});

// Render the function
var html = fn({});
// => '<img src="foo.png"></img>'

// Compile a function
var fn = jade.compile('img(src="foo.png")', {doctype: 'html'});

// Render the function
var html = fn({});
// => '<img src="foo.png">'
```