

Client-Side Rendering

Templating UI Elements



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#js-advanced

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UI Rendering

Building Web Content

- **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)

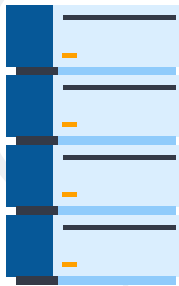
Server-Side
Rendering



Client-Side
Rendering

■ Server-Side

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



■ Client-Side

- 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

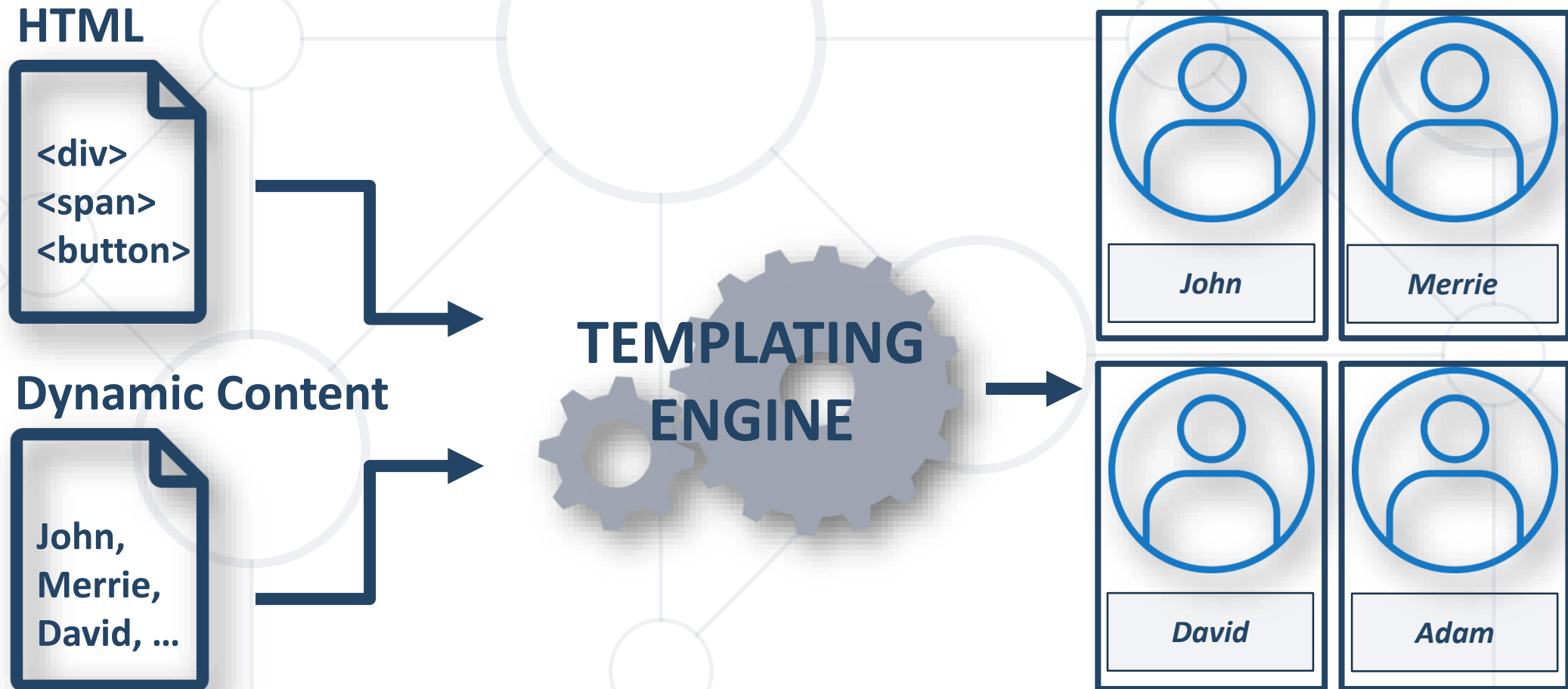
- **Drawbacks:**

- 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



- 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 **fetches** from a **REST service**
 - The structure is **recreated** and **populated** with the data
 - A **templating engine** is used to streamline the process

- **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**



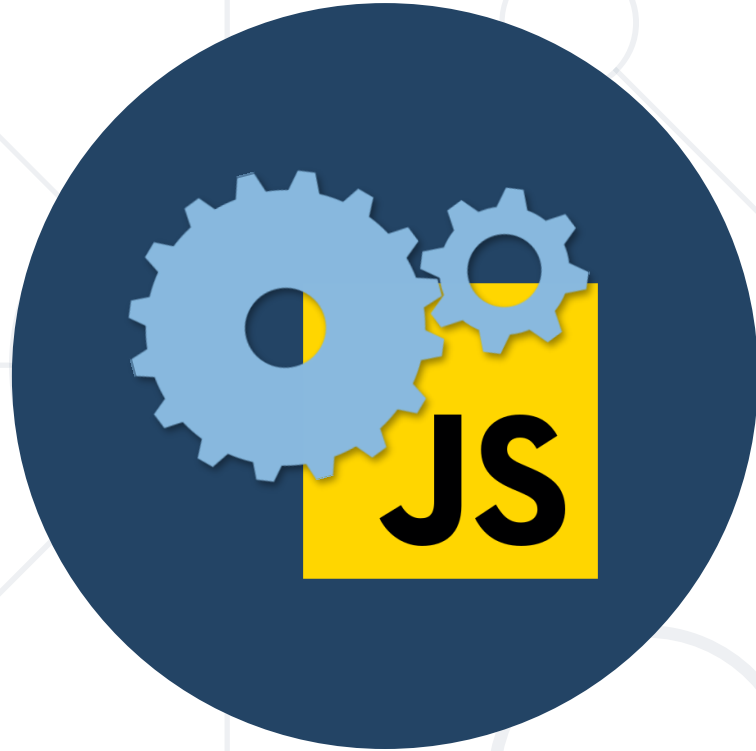


Custom Templates

Creating a Simple Templating Engine

- 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**



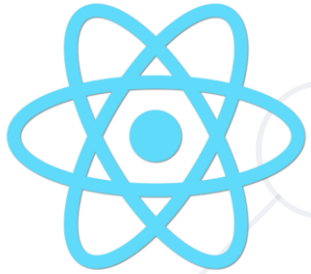


Templating Engines

Overview of Popular JS Libraries

Popular Templating Engines

- Frameworks:



React



Vue



Angular

- Standalone Packages:



Handlebars



lit-html



Web Components



External Templating Library

Using **lit-html** to Generate Content from Templates

What is lit-html?

- **lit-html** is an 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

- **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](#)



- 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);
```

- 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  
}
```

- 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>`
```

- 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>`;
```

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

```
const appRootTemplate = (ctx) => html`  
  <div>  
    <h1 @click=${ctx.handleClick}>${ctx.title}</h1>  
  </div>  
`
```


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

```
html`  
  ${user.isloggedIn  
    ? html`Welcome ${user.name}`  
    : html`Please log in`  
  }  
`;  
`;
```

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

```
html`  
  <ul>  
    ${items.map((item) => html`<li>${item}</li>`)}  
  </ul>  
`;  
`;
```

- 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>`;
```

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

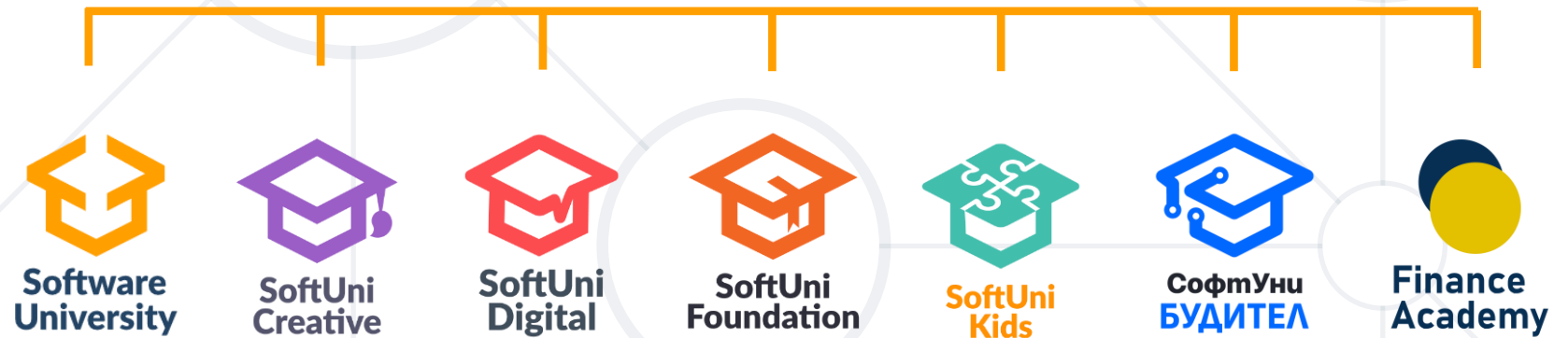
```
import { repeat } from './node_modules/lit-html/directives/repeat';

const myTemplate = () => html`
  <ul>
    ${repeat(items, (i) => i.id, (i, index) => html`
      <li>${index}: ${i.name}</li>`)}
  </ul>
`;
```

- **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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