

# PUG

( Conceptos Básicos )



Oscar Fernando Aristizábal Cardona



# INSTALAR PUG

- Comandos

```
>> npm install pug -g
```

```
>> npm install pug-cli -g
```

```
>> npm list -g --depth=0
```

```
>> pug file.pug -P
```

```
>> pug -w -P pug -o html
```



# DOCUMENTO HTML

- HTML5

doctype

html(lang='es')

head

meta(charset='utf-8')

title Documento HTML 5

body

h1 Documento HTML 5



# ATRIBUTOS

- Atributos en Línea

`a(class='button', href='google.com', target='_blank')` Google

`a(class='button' href='google.com' target='_blank')` Google

- Atributos en Multi Línea

```
input(  
  type='checkbox'  
  name='agreement'  
  checked  
)
```



# ATRIBUTOS

- Atributos Booleanos

`input(type='checkbox' checked)`

`input(type='checkbox' checked=true)`

`input(type='checkbox' checked=false)`

- Estilos en los Atributos

`a(style={color: 'white', background: 'crimson'})`

- `var clases = ['yellow', 'blue', 'red']`

`a(class=clases)`



# ATRIBUTOS

- Clases Literal

a.button

.link

button.large.red.center

- Identificador Literal

a#link1

#btn1



# ESTILOS CSS

- CSS en archivo PUG

style(stylesheet).

```
.classname { property: value; }
```

```
p#valueunique {
```

```
  property1: value1;
```

```
  property2: value2;
```

```
  property3: value3;
```

```
}
```



# JAVASCRIPT

- Js en archivo pug

```
<section id="output"></section>
```

script.

```
var op = document.getElementById('output');
```

```
var name = prompt("What's your name?");
```

```
op.innerHTML = '<h1> Welcome: '+name+'</h1>';
```





# CASOS

- var friends = 8

case friends

when 0

p you have no friends

when 1

p you have a friend

default

p you have #{friends} friends

- var friends = 0

case friends

when 0

when 1

p you have very few friends

default

p you have #{friends} friends



# CASOS

- var friends = 0

case friends

when 0

- break

when 1

p you have very few friends

default

p you have #{friends} friends

- var friends = 1

case friends

when 0: p you have no friends

when 1: p you have a friend

default: p you have #{friends} friends



# CODIGO

- Sin Búfer

- for (var i = 0; i < 10; i++)

- li item

- 

- var list = ["Red", "Green", "Blue"]

- each item in list

- li= item

- Con Bufer

p= 'This code is' + ' <escaped>!'

p!= 'This code is' + ' <escaped>!'

p

= 'Code contain <strong>html</strong>'

p

!= 'Code contain <strong>html</strong>'



# COMENTARIOS

- Linea

// This is a one line comment

- No en HTML

//- This comment will not output within markup

- Bloque

//-

Comments for your template writers.

Use as much text as you want.

//

Comments for your HTML readers.

Use as much text as you want.



# CONDICIONALES

- var authorised = false
- var user = { description: 'Lorem Ipsum Dolor' }

article#user

if authorised

h2.green Description

p.description= user.description

else

h2.red Description

p.description User has no description



# TIPOS DE DOCUMENTOS

- doctype html
- doctype xml
- doctype transitional
- doctype strict
- doctype frameset
- doctype 1.1
- doctype basic
- doctype mobile
- doctype plist



# INCLUIR

- Insertar contenido PUG

```
doctype html
```

```
html
```

```
  include includes/head.pug
```

```
  body
```

```
    h1 My WebSite
```

```
    p Welcome to my web site.
```

```
    include includes/foot.pug
```

➤ head

```
  meta(charset='utf-8')
```

```
  title My WebSite
```

```
  script(src='js/app.js')
```

➤ footer

```
  p Copyright (c) 2017
```



# INCLUIR

- Inserir texto plano

doctype html

html

head

style

include style.css

body

h1 My Web Site

p Welcome to my web site.

script

include script.js

h1 {

background-color: crimson;

color: white;

}

var x = 5;

var y = 6;

var rs = x + y;

console.log('Result: '+rs);





# HERENCIA

- Plantilla reemplazar con herencia





# HERENCIA

- Plantilla añadir con herencia

extends includes/layoutgame.pug

block append head

script(src='js/game.js')



html

head

block head

script(src='js/jquery.js')

body

block content



# ITERACIONES

- Each

- ul

- each val in [1, 2, 3, 4, 5]

- li= val

- ul

- each val, index in ['zero', 'one', 'two', 'three']

- li= index + ': ' + val

- var values = [];

- ul

- each val in values.length ? values : ['There are no values']

- li= val

- While

- var n = 0;

- ul

- while n < 4

- li= n++



# REUTILIZABLE

- Mixins

// - Declaration

```
mixin list
```

```
ul
```

```
  li Element1
```

```
  li Element2
```

```
  li Element3
```

// - Use it

```
+lista
```

```
+lista
```

```
mixin pet(name)
```

```
  li.pet= name
```

```
ul
```

```
  +pet('cat')
```

```
  +pet('dog')
```

```
  +pet('pig')
```

```
mixin article(title)
```

```
  .article
```

```
    h1= title
```

```
    if block
```

```
      block
```

```
    else
```

```
      p No content provided
```

```
+article('Hello world')
```

```
+article('Hello world')
```

```
  p This is my
```

```
  p Amazing article
```