HTMLHint

Static Code Analysis Tool for HTML

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https://github.com/yaniswang/HTMLHint

Issues with analyzing our codebase

Our front-end is comprised of HTML template Pug files. Pug dynamically renders HTML files on runtime, so there is technically no HTML in the codebase to analyze, and there is no available Pug analysis tool.

Solution to analyzing Pug files

There are many tools available to convert HTML to Pug (Jade) and vice versa, so by converting our Pug file to HTML, we can then perform some analysis on it.

I used html2jade to convert our Pug files.

Analysis

Place your html code here:

Theme: Monokai ▼

```html
 1    <!DOCTYPE html>
 2    <html>
 3      <head>
 4        <title>PPA - Training Log</title>
 5        <!-- Compiled and minified CSS-->
 6        <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/materialize/0.96.0/css/materialize.min.css">
 7        <!-- Compiled and minified JavaScript-->
 8        <script src="https://cdnjs.cloudflare.com/ajax/libs/materialize/0.96.0/js/materialize.min.js"></script>
 9        <!-- Bootstrap-->
10        <link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/css/bootstrap.min.css">
11        <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.1.1/jquery.min.js"></script>
12        <script src="https://maxcdn.bootstrapcdn.com/bootstrap/3.3.7/js/bootstrap.min.js"></script>
13        <!-- Import Google Icon Font-->
14        <link href="http://fonts.googleapis.com/icon?family=Material+Icons" rel="stylesheet">
15        <!-- Import materialize.css-->
16        <link type="text/css" rel="stylesheet" href="css/materialize.min.css" media="screen,projection">
17        <!-- Let browser know website is optimized for mobile-->
18        <meta name="viewport" content="width=device-width, initial-scale=1.0">
19        <script src="https://ajax.googleapis.com/ajax/libs/jquery/3.1.1/jquery.min.js"></script>
20        <!-- Load the AJAX API-->
21
```

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Standard

- ☑ tagname-lowercase
- ☑ attr-lowercase
- ☑ attr-value-double-quotes
- ☐ attr-value-not-empty
- ☑ attr-no-duplication
- ☑ doctype-first
- ☑ tag-pair
- ☐ tag-self-close
- ☑ spec-char-escape
- ☑ id-unique
- ☑ src-not-empty
- ☑ title-require

Performance

- ☐ head-script-disabled
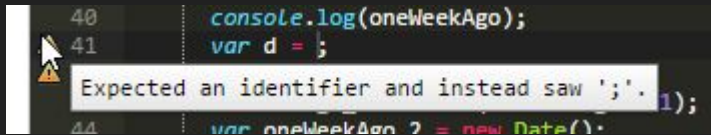
Accessibility

- ☐ alt-require

Specification

- ☐ doctype-html5
- ☐ id-class-value
- ☐ style-disabled
- ☐ inline-style-disabled
- ☐ inline-script-disabled
- ☐ space-tab-mixed-disabled
- ☐ id-class-ad-disabled
- ☐ href-abs-or-rel
- ☐ attr-unsafe-chars

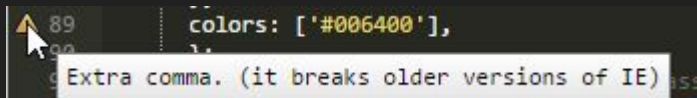## Other

- ☐ csslint
- ☑ jshint

List of Issues

This issue is caused by the passing in of data to a Pug file. I was forced to use string interpolation to get this to work, so on the Pug end you will see:
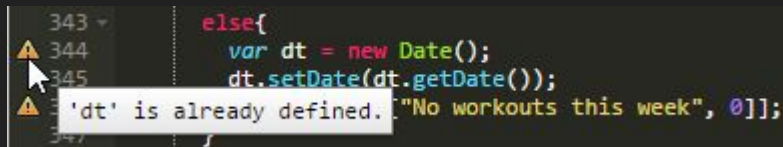

This issue can reasonably be ignored because there should always be data being passed in, and if not, the user will not see any output anyway.

List of Issues
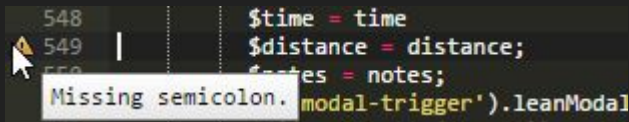
This issue is a simple fix that will hopefully allow use to have more cross-platform compatibility.

This issue is not necessary to fix in my opinion because the variables are "defined" in the if portion, so only one can possibly occur.
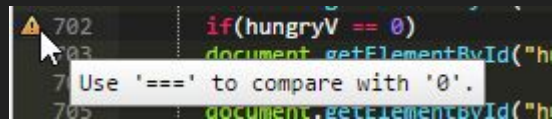
List of Issues

A simple mistake; easy fix

Another simple fix +
JavaScript style that I
was unaware of.

Other Pug files

Due to the nature of our site, the other Pug files we used all generated similar (no new) issues when analyzed. The myworkouts Pug file is by far the largest file we are using, so it is no surprise it contains all of the unique issues.

Interesting Conclusion about this analysis

The jslint tool was turned on along with HTMLHint, and **all of the issues** found were about the JavaScript inside the HTML.

I think the consequence of using Pug (which automatically generates the HTML) is that you avoid having any issues with the HTML itself. As long as the Pug file is not broken, it will produce good HTML code.