

Templating Languages

More Advanced

- Handlebars
- Mustache
- HAML
- Emmet
- JSX

Pug

Getting Started

Installation

Pug is available via `npm`:

```
$ npm install pug
```

Overview

The general rendering process of Pug is simple. `pug.compile()` will compile the Pug source code into a function that takes a data object (called “`locals`”) as an argument. Call that resultant function with *voilà!*, it will return a string of HTML rendered with your data.

The compiled function can be re-used, and called with different sets of data.

```
// - template.pug
p #{name}'s Pug source code!
```

```
const pug = require('pug');

// Compile the source code
const compiledFunction = pug.compileFile('template.pug');

// Render a set of data
console.log(compiledFunction({
  name: 'Timothy'
}));
// "<p>Timothy's Pug source code!</p>"

// Render another set of data
```

Pug



Full documentation is at [pugjs.org](#)

Pug is a high-performance template engine heavily influenced by [Haml](#) and implemented with JavaScript for [Node.js](#) and browsers. For bug reports, feature requests and questions, [open an issue](#). For discussion join the [chat room](#).

You can test drive Pug online [here](#).

Professionally supported pug is now available

BUILD

PASSING

ROLLING VERSIONS

ENABLED

NPM

V3.0.2

GITTER

JOIN CHAT →

Packages

Package Name	Version
pug	<div>NPM</div> <div>V3.0.2</div>
pug-attrs	<div>NPM</div> <div>V3.0.0</div>
pug-code-gen	<div>NPM</div> <div>V2.0.3</div>
pug-error	<div>NPM</div> <div>V2.0.0</div>
pug-filters	<div>NPM</div> <div>V4.0.0</div>