

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 JavaScript function that takes a data object (called “locals”) as argument. Call that resultant function with your data, and *voilà!* it will return a string of HTML rendered with your data.

The compiled function can be re-used, even for 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  
console.log(compiledFunction({  
  name: 'Forbes'  
}));  
// "<p>Forbes's Pug source code!</p>"
```

Pug also provides the `pug.render()` family of functions that combine compiling and rendering into one step. However, the template function will



be re-compiled every time `render` is called, which might impact performance. Alternatively, you can use the `cache` option with `render`, which will automatically store the compiled function into an internal cache.

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

// Compile template.pug, and render a set of data
console.log(pug.renderFile('template.pug', {
  name: 'Timothy'
}));
// "<p>Timothy's Pug source code!</p>"
```

