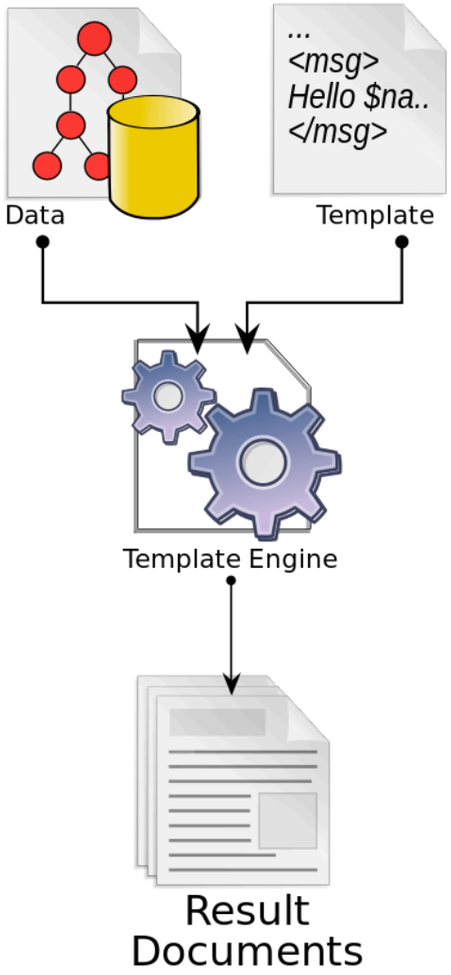
Lesson - 31

Template Engines



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Lesson Plan

- HW Review
- Template engines
- EJS

Template Engines

A **template processor** (also known as a **template engine** or **template parser**) is software designed to combine templates with a data model to produce result documents

Typical features:

Template engines typically include features common to most high-level programming languages, with an emphasis on features for processing plain text.

Such features include:

- variables and functions
- text replacement
- file inclusion (or transclusion)
- conditional evaluation and loops

A templating engine is basically a way for developers to interpole strings effectively. If you are a heavy front-end JavaScript developer, using a templating engine will save you countless hours of unnecessary work. And because of the vast array of templating engines available today, it can be tough to make the right choice at the right time. That said, we will take a look at the most popular and dubbed best (by the community) templating engines for JavaScript today.

Template Engine Examples

Mustache is one of the most widely known templating systems that works for a number of programming languages, including JavaScript, Node.js, PHP, and many others. Because Mustache is a logic-less templating engine, it can be literally used for any kind of development work. It works by expanding tags in a template using values provided in a hash or object. The name logic-less comes from the fact that Mustache works purely by using tags. All values are set and executed according to tags, so you end up saving yourself hours of “nasty” development work. Take a strategic shortcut if you will.

Official site: https://mustache.github.io/

Logic-less templates.

Available in Ruby, JavaScript, Python, Erlang, node.js, PHP, Perl, Perl6, Objective-C, Java, C#/.NET, Android, C++, Go, Lua, ooc, ActionScript, ColdFusion, Scala, Clojure, Fantom, CoffeeScript, D, Haskell, XQuery, ASP, Io, Dart, Haxe, Delphi, Racket, Rust, OCaml, Swift, Bash, Julia, R, Crystal, and for Common Lisp

Works great with TextMate, Vim, Emacs, Coda, and Atom

The Manual: mustache(5) and mustache(1)

Template Engine Examples

Handlebars is a close successor to Mustache with the ability to swap out tags where necessary. The only difference is that Handlebars is more focused on helping developers to create semantic templates, without having to involve all the confusion and time consumption. You can easily try out Handlebars yourself (there's also an option to try Mustache on the same page) and see for yourself whether this is the type of templating engine you're looking for. Last but not least, Handlebars was set up to work flawlessly in any ECMAScript 3 environment. In other words, Handlebars works with Node.js, Chrome, Firefox, Safari and others.

Template Engine Examples

Nope, we are still not done with presenting you fantastic and most popular JavaScript template engines. The next on our list is going to be **Embedded JavaScript Templates (EJS)**. A lightweight solution towards creating HTML markup with simple JavaScript code. Worry not about organizing your stuff in the right manner; it is just straight JavaScript all the way. Fast code execution and ease of debugging make this the perfect templating engine for those who want to do HTML work with their favorite language, presumably JavaScript. When it comes to execution, you can expect it to be impressively fast when working with EJS. Get your hands on Embedded JavaScript Templates and start strong.

Official site: https://ejs.co/

Home work

Visit this link to find lesson homework:

https://docs.google.com/document/d/1DjHA57xV3AiSd-IycKfBWCg5V9YR69e6hfdj07MuMo8/edit?usp=sharing

Learning Resources

1. **Template Engines**
    1. https://colorlib.com/wp/top-templating-engines-for-javascript/