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<div align="center">Template Engines: HTML Format</div>

I don't believe that HTML format should be the deciding factor when choosing a template engine. This choice is not straight-forward. There are many choices available, and these options cover a vast range of needs that may vary between projects. Author Ethan Brown poses that there are three prominent criteria to consider when selecting a template engine: performance, client vs. server, and abstraction.

Performance refers to the speed of the templating engine. You would want to avoid selecting any engine that would slow down your website, and it's preferable to choose the fastest one that meets your other criteria.

Client vs. Server refers to where the template engine needs to operate. Some engines are dedicated to only client-side or server-side applications, but there are many choices that are capable in either capacity. Author Ethan Brown suggests choosing something that operates in both, as you will eventually need one for both anyways.

Abstraction is where we consider abstracting from HTML format. This choice is based on preference. You will make this choice based on your own personal preference or the preference of the development team. If you are don't enjoy the HTML conventions, such as angle brackets, you can stray away from this with an abstract template engine. If you are comfortable with HTML and would prefer to keep this style, there are options for this as well.

References

Brown, E. (2020). *Web development with Node and Express: Leveraging the JavaScript stack* (2nd ed.). O'Reilly Media.