Template::Flute

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Another templating engine?

Seriously?



Why?



Likes Leather

Doesn't like learning about templating engines

Uses Adobe Dreamweaver

Our designer

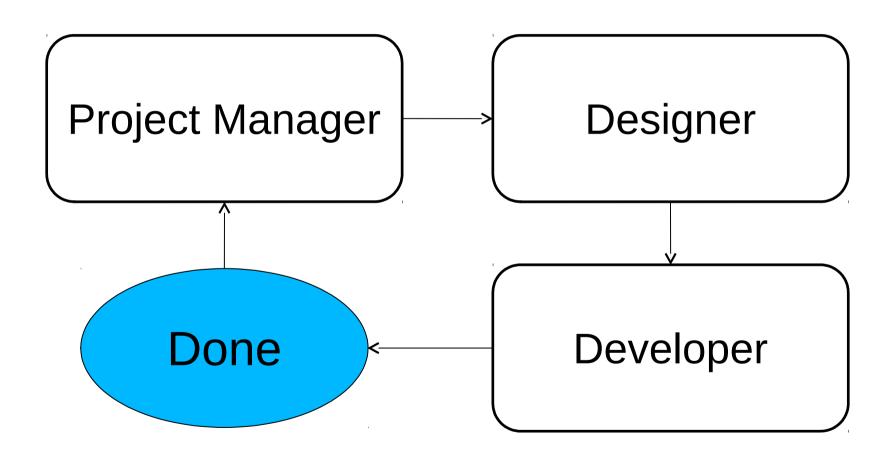


templatize

To genericize by means of templates.



Manager's idea of the process.





HTML needs fixing

All the time.



HTML needs fixing

Do it yourself

- Looks ugly.
- You hate your life.
- You hate HTML.



HTML needs fixing

Send it back

- Designer fixes "his" version.
- •He crashes your template.
- You get the blame.

Do it yourself

- Looks ugly.
- You hate your life.
- You hate HTML.



Get rid of weird syntax

Use only HTML



Having special, weird tags inside HTML

is

well... wrong.



Template::Flute

To the rescue.



HTML

```
<div class="customer_name">Mr A Test</div>
<div class="customer_email">someone@example.com</div>
```

XML

```
<value name="customer_name" />
<value name="email" field="customer_email" />
```

Perl

```
$flute->set_values({
   customer_name => 'Bob McTest',
   email => 'bob@example.com'
});
print $flute->process;
```



So ... This Means?

- Send pure HTML back to designer.
- He can open it in his favourite "editor".
- You simply put it back when he sends it.

No need to mess with HTML any more.



What about Lists?



HTML

```
<select class="color">
<option value="example">Some Color</option>
</select>
```

XML Specification

<value name="color" iterator="colors"/>

PERL



What if I want something conditionally removed?

XML Specification

```
<container name="specs" value="hasspecs">
<value name="color" iterator="colors"/>
  <value name="size" iterator="sizes"/>
</container>
```



Fun things to do with Template::Flute:

- Your designer can see results right in the dev.
- Allow customers to use their own templates.
- Easier to develop Apps
- Custom designs for customer's specific needs



Questions?

