**Discussion 5.1**WEB-340

***What are the key differences between EJS and Pug?***

From what I understand, Pug uses a syntax that allows you to write HTML code with a lot less characters. It removes that need for a closing tag and brackets, making it easier to read and less cluttered.

EJS is a template that uses declared data to fill in the blanks of an HTML document. This means that, for instance, if you create a list, the HTML just needs to call the data from the EJS array and it will render as a list within the document, making it easy to edit the data displayed.

***Which is better, in terms of features and support?***

Which is better depends on the type of app or webpage you are creating.

I really like the way Pug removes brackets and closing tags because the number of mistakes can potentially be reduced drastically. It also looks cleaner which with less characters and reduces the total size of you program.

EJS is a great way to edit data that is repeated throughout the app. Could be a username or email within an app that needs to reference a current user. Even thought the code looks somewhat complex, the number of mistakes is also reduced by not having to write the information that is used more than once in the app.

***What are layouts?***

Layouts are a way of defining a master layout through a webpage that can be called upon on different pages of the site. This allows you to not write the same code more than once throughout the site.

***Sources***

1. <https://www.youtube.com/watch?v=mDvTWYc4b7g>
2. Express in Action