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Discussion 5.1

Web 340

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There are many templating engines which help to bring server information to the front end of a web page. Pug and EJS are two of those templating engines. One of the main differences between PUG and EJS is that while EJS dynamically generates HTML, Pug reimagines the HTML with a whole new language [Hahn]. I found that they both shorten the amount of markup written but Pug focuses more on simplicity and quickness than EJS. Also, EJS uses a data layer that is used to match the code written in the back end or an API. Something I did not find in EJS where mixins which Pug has in order to write reusable functions. Also, instead of using include which may be more simple with EJS, Pug uses the extend layout pattern to include outside files.

Since I have worked with PHP in the past, EJS is easier to understand. However, there is a level of cleanliness, simplicity and speed with Pug. In the dev.to community forums, users found that EJS has the easiest learning curve because it is written inside HTML while Pug is completely different syntax. Layouts are a way to extend functionality that is used often into multiple files. In PHP and EJS the word include is used and in Pug, the word extends layout. When using layouts, you can essentially break down different parts of a page and include those parts when and where needed. Depending on what it is we are including determines how to include the functionality in the view file.

Reference List

Dev.to. “Pug vs EJS?” dev.to. Accessed 4 February 2021

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