1. By using a templating engine we can serve a webpage which is rendered on the served and then sent to the client. There are different templating engines that can be used with express and they have different set ups. If we use handlebars we need the following steps
   1. Install express-handlebars as dependency
   2. Require that package in our application
   3. Initialize an express app
   4. Set up an engine to the required package and provide the necessary settings. For handlebars these are
      1. The file extension which we should use when we create our template files
      2. The default layout – this is the layout which is wrapping our template. Typically is the structure of a html file.
      3. The directory of the layouts
   5. Set the views folder where the views we want to render should be stored
   6. Set the view engine of the app to the engine we set up
   7. Use res.render method to send a response to a request. We provide the view we want to render which will be looked for in the view folder and optionally we pass the variables
2. With handlebars we can output
   1. Values which are passed as variables. We use {{}}. For example if we have a template file ‘home’ which contains ‘<p>{{name}}</p>’ we use res.render(‘home’,{name:”Bill”})
   2. We can use if statement to conditionally render. {{#if var }} [something to render if var is true] {{/if}}. The var passed has to be Boolean. Inline expressions do not work
   3. We can use unless statement to avoid if else.{{#unless var}} [something to render if var is false] {{/unless}}
   4. We can use forEach statement. {{#each array}} {{/each}}.We pass the array to the render and we can access individual values with {{this}} {{.}} or by {{#each array as|value key|}} {{value}}{{/each}}
   5. We can use partials. We first create a folder called partials in views. Then we create a template and we include that template in any of our view by using {{> [partial name]}} similar to a variable
   6. We can create our own helpers. We need to add helpers object as configuration to the engine initialization and inside that object we define functions which we can later access as variables. For example:helpers:{calculation:function(value){return value + 7}} can be called inside our template with {{calculation 20}} and this would pass 20 as a value and get 27 as result