# Mustache (template system)

<http://www.quora.com/Mustache-programming>

<http://chrisvest.name/whats-wrong-with-mustache-templates-and-how-it-can-be-improved.html>

**Mustache** is a simple [web template system](http://en.wikipedia.org/wiki/Web_template_system) with [language bindings](http://en.wikipedia.org/wiki/Language_binding) available for [ActionScript](http://en.wikipedia.org/wiki/ActionScript), [C++](http://en.wikipedia.org/wiki/C%2B%2B), [Clojure](http://en.wikipedia.org/wiki/Clojure), [CoffeeScript](http://en.wikipedia.org/wiki/CoffeeScript), [ColdFusion](http://en.wikipedia.org/wiki/ColdFusion), [D](http://en.wikipedia.org/wiki/D_%28programming_language%29), [Erlang](http://en.wikipedia.org/wiki/Erlang_%28programming_language%29), [Fantom](http://en.wikipedia.org/wiki/Fantom_%28programming_language%29), [Go](http://en.wikipedia.org/wiki/Go_%28programming_language%29), [Java](http://en.wikipedia.org/wiki/Java_%28programming_language%29), [JavaScript](http://en.wikipedia.org/wiki/JavaScript), [Lua](http://en.wikipedia.org/wiki/Lua_%28programming_language%29), [.NET](http://en.wikipedia.org/wiki/.NET_Framework), [Objective-C](http://en.wikipedia.org/wiki/Objective-C), [Perl](http://en.wikipedia.org/wiki/Perl), [PHP](http://en.wikipedia.org/wiki/PHP), [Python](http://en.wikipedia.org/wiki/Python_%28programming_language%29), [Ruby](http://en.wikipedia.org/wiki/Ruby_%28programming_language%29) and [Scala](http://en.wikipedia.org/wiki/Scala_%28programming_language%29). [Syntax highlighting](http://en.wikipedia.org/wiki/Syntax_highlighting) is available in [Vim](http://en.wikipedia.org/wiki/Vim_%28text_editor%29), [Emacs](http://en.wikipedia.org/wiki/Emacs), [TextMate](http://en.wikipedia.org/wiki/TextMate) and [Coda](http://en.wikipedia.org/wiki/Coda_%28web_development_software%29).

The Mustache templates support is built in into many [web application frameworks](http://en.wikipedia.org/wiki/Web_application_framework). The support in JavaScript includes both [client-side](http://en.wikipedia.org/wiki/Client-side_JavaScript) programming with many popular [JavaScript libraries](http://en.wikipedia.org/wiki/JavaScript_library) and [Ajax frameworks](http://en.wikipedia.org/wiki/Ajax_framework) like [jQuery](http://en.wikipedia.org/wiki/JQuery), [Dojo](http://en.wikipedia.org/wiki/Dojo_Toolkit) and [YUI](http://en.wikipedia.org/wiki/YUI_Library), as well as [server-side JavaScript](http://en.wikipedia.org/wiki/Server-side_JavaScript) using [Node.js](http://en.wikipedia.org/wiki/Node.js) and [CommonJS](http://en.wikipedia.org/wiki/CommonJS).

Mustache is described as a "logic-less" system because it lacks any explicit [control flow](http://en.wikipedia.org/wiki/Control_flow) statements, like *if* and *else* [conditionals](http://en.wikipedia.org/wiki/Conditional_%28programming%29) or [for loops](http://en.wikipedia.org/wiki/For_loop), however both looping and conditional evaluation can be achieved using **section tags** processing [lists](http://en.wikipedia.org/wiki/List_%28computing%29) and [lambdas](http://en.wikipedia.org/wiki/Lambda_%28programming%29).

It is named "Mustache" because of heavy use of [curly braces](http://en.wikipedia.org/wiki/Curly_braces) that resemble [mustache](http://en.wikipedia.org/wiki/Mustache).

## Examples

The simplest template:

Hello {{name}}

Template with section tag:

{{#x}}

some text

{{/x}}

**Here when x is a** [**Boolean**](http://en.wikipedia.org/wiki/Boolean_data_type) **value then the section tag acts like an *if* conditional, but when x is an** [**array**](http://en.wikipedia.org/wiki/Array_data_type) **then it acts like a** [**foreach loop**](http://en.wikipedia.org/wiki/Foreach_loop)**.**

## Or what Mustache can learn from Clojure

* [Mustache](http://mustache.github.com/) is a text-based logic-less template language. It is small, easy to learn and has a cute syntax. However, there are some drawbacks to it. There are some issues with it, that makes me think that it is not a very well conceived template language. In this blog post I will examine these issues and form a mental model for template languages that, if followed in the implementation of a template language, will solve them.

## [What are the benefits of logic-less templates like {{Mustache}}?](http://www.quora.com/What-are-the-benefits-of-logic-less-templates-like-Mustache)

**[10](http://www.quora.com/Mustache-programming)**

[Morgan Cheng](http://www.quora.com/Morgan-Cheng), Frontend Geek

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[Bahadir Cambel](http://www.quora.com/Bahadir-Cambel), Programmer, ex co-founder, futur...

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The advantages are ;

Don't transfer unnecessary html thro...

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[Sumit Datta](http://www.quora.com/Sumit-Datta), Co-founder @ Boxure, web addict,...

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## [Template Systems: What did Mustache templating do right to be implemented in so many backend languages?](http://www.quora.com/Template-Systems/What-did-Mustache-templating-do-right-to-be-implemented-in-so-many-backend-languages)

**[3](http://www.quora.com/Mustache-programming)**

[Jesse Ezell](http://www.quora.com/Jesse-Ezell), Software Designer / Developer

One of the key design principals behind Mustache was to be "logicless" which makes it impossible for application logic to be imbedded in the template. This makes it rather ... [(more)](http://www.quora.com/Mustache-programming)

## [How do I hook Mustache templates to a continuously-updating JSON document and dynamically display changes?](http://www.quora.com/How-do-I-hook-Mustache-templates-to-a-continuously-updating-JSON-document-and-dynamically-display-changes)

**[1](http://www.quora.com/Mustache-programming)**

[Devin G Rhode](http://www.quora.com/Devin-G-Rhode), Frontend Guru

My project isn't finished, but I started a fork of the official Mustache.js called Mustachia.js that sets up your templates to auto-update with new JSON.  
  
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## [How do you output the literal characters {{ and }} in a Mustache template?](http://www.quora.com/Mustache-programming/How-do-you-output-the-literal-characters-and-in-a-Mustache-template)

**[3](http://www.quora.com/Mustache-programming)**

[Ben Atkin](http://www.quora.com/Ben-Atkin), Web Application Developer

The best way I can think of is to add a couple of items to your context. Here's an example with mustache.rb:

Mustache.to\_html("{{otag}}test{{ctag}}", {:otag => "{{", :ctag => "}}"})

... [(more)](http://www.quora.com/Mustache-programming)

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## [What a good way to integrate Pystache (a templating engine based on mustache) into Pylons 1.0?](http://www.quora.com/What-a-good-way-to-integrate-Pystache-a-templating-engine-based-on-mustache-into-Pylons-1-0)

**[2](http://www.quora.com/Mustache-programming)**

[Rick Harding](http://www.quora.com/Rick-Harding), Fought hard to get a job in Pyth...

I'd check out the Pylons render wrappers for mako, genshi, and jinja and write an equivalent one for Pystache.  
  
[https://github.com/Pylons/pylons...](https://github.com/Pylons/pylons/blob/master/pylons/templating.py)  
... [(more)](http://www.quora.com/Mustache-programming)

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**[1](http://www.quora.com/Mustache-programming)**

[Michal Kuklis](http://www.quora.com/Michal-Kuklis), JavaScript enthusiast

Use stache [https://github.com/agoragames/st...](https://github.com/agoragames/stache)

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**[1](http://www.quora.com/Mustache-programming)**

[Chandra Hasa](http://www.quora.com/Chandra-Hasa)

There is another template language, Thymeleaf (<http://www.thymeleaf.org/>), which looks promising.  It offers offline viewing of the templates, which is good as we need not ... [(more)](http://www.quora.com/Mustache-programming)

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**[1](http://www.quora.com/Mustache-programming)**

[Joe Fiorini](http://www.quora.com/Joe-Fiorini)

Note: I haven't done this, but think it should work.  
  
Create your mustache.js templates in Rails as you normally would.  
... [(more)](http://www.quora.com/Mustache-programming)

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**[2](http://www.quora.com/Mustache-programming)**

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**[1](http://www.quora.com/Mustache-programming)**

Anon User

Handlebars can be made to run on the server-side with a Server JS engine such as V8, LinkedIn is using <http://linkedin.github.com/dustjs/>, which probably supports similar c... [(more)](http://www.quora.com/Mustache-programming)

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## [Template Systems: Anybody wants to share his experience using Java with template engines such as Mustache, Jade and similar?](http://www.quora.com/Template-Systems/Anybody-wants-to-share-his-experience-using-Java-with-template-engines-such-as-Mustache-Jade-and-similar)

[Ralph M. Prescott](http://www.quora.com/Ralph-M-Prescott)

One of the problems with all template systems is the difficulty in unit testing your pages.  
  
I have only played with it a bit, but I'm looking at a good opportunity to make... [(more)](http://www.quora.com/Mustache-programming)

1. **XMLHttpRequest Object**

**The XMLHttpRequest object is a technique used to exchange data with a server behind the scenes.**

Using the XMLHttpRequest object you can:

* **Update** a web page without reloading the page
* **Request** data from a server after the page has loaded
* **Receive** data from a server after the page has loaded
* **Send** data to a server in the background

All modern browsers (IE7+, Firefox, Chrome, Safari, and Opera) have a **built-in XMLHttpRequest object**. The syntax for creating an XMLHttpRequest object is:

First, you instantiate an XMLHttpRequest object

**xmlhttp=new XMLHttpRequest();**

Old versions of Internet Explorer (IE5 and IE6) uses an ActiveX Object:

xmlhttp=new ActiveXObject("Microsoft.XMLHTTP");

1. **XML Parser**

An **XML parser** converts an **XML document** into **an XML DOM object** - which can then be manipulated with JavaScript.

1. The following code fragment **parses an XML** document into **an XML DOM object::**

**if (window.XMLHttpRequest){**

**// code for IE7+, Firefox, Chrome, Opera, Safari**

**xmlhttp=new XMLHttpRequest(); //instantiate an XMLHttpRequest() object**

**}**

**else{**

**// code for IE6, IE5**

**xmlhttp=new ActiveXObject("Microsoft.XMLHTTP");**

**}**

//Next, open connection to resource on server. Pass3 arguments; **action verb**, **resource** //and **Boolean state**. This state mutates the synchronous or asynchronous behavior of the //resource. Asynchronous in this case – false. **xmlhttp.open("GET","books.xml",false);**

// Deliver data for Assynchronous

**xmlhttp.send();**

// Page response to received data

**xmlDoc=xmlhttp.responseXML;**

<html>

<head>

<script type="text/javascript">

if (window.XMLHttpRequest) {

// code for IE7+, Firefox, Chrome, Opera, Safari

xmlhttp=new XMLHttpRequest();

}

else {

// code for IE6, IE5

xmlhttp=new ActiveXObject("Microsoft.XMLHTTP");

}

xmlhttp.open("GET","cd\_catalog.xml",false);

xmlhttp.send();

xmlDoc=xmlhttp.responseXML;

x=xmlDoc.getElementsByTagName("CD");

i=0;

function displayCD() {

artist=(x[i].getElementsByTagName("ARTIST")[0].childNodes[0].nodeValue);

title=(x[i].getElementsByTagName("TITLE")[0].childNodes[0].nodeValue);

year=(x[i].getElementsByTagName("YEAR")[0].childNodes[0].nodeValue);

txt="Artist: " + artist + "<br />Title: " + title + "<br />Year: "+ year;

document.getElementById("showCD").innerHTML=txt;

}

</script>

</head>

<body onload="displayCD()">

<div id='showCD'></div>

</body>

</html>

<file:///C:/Users/alexs/Documents/citylit/xml/tutorials/tutor/prog/app-js-load-2.html>

* Mustache, as many template languages like it, have language agnostic decomposition:

<ul>{{#links}}

<li><a href="{{url}}">{{title}}</a></li>

{{/links}}</ul>

{

"name":"Chris",

"rels":[

{"type":"friend",

"ref":{

"name":"Chessy",

"rels":[

{"type":"friend",

"ref":{"name":"Dana"}}

]

}},

{"type":"family",

"ref":{"name":"Niels"}}

]

}

JSON call

function loadData() {                          
   var output = $('#output');  
   var drinkImageOutput = $('#drinkImage');  
   var drinkIngredientOutput = $('#drinkIngredient');  
   var drinkNameOutput = $('#drinkName');  
     
   output.text('');  
     
   debugger;  
     
   $.ajax({  
      url: 'http://ab-mobile-apps.com/grototest/index.php',  
      dataType: 'json',  
      json: 'jsoncallback',  
      timeout: 5000,  
      success: function(data, status){  
      $.each(data, function(i,item){  
        
      var drinkName = item.sname;  
      var dringIngredient = item.ingredients;  
      var drinkImg = item.url;  
        
      var landmark = '<div id="drinkImage"><img src="' + drinkImg + '" width="15%" /></div>' +   
      '<div id="drinkName">' + drinkName + '</div>' +  
      '<div id="dringIngredient">' + dringIngredient + '</div>';  
        
        
      output.append(landmark);  
        
      });  
      },  
      error: function(){  
      output.text('There was an error loading the data.');  
      }  
      });  
           
}

**ii**

**Using JQuery AJAX and php to fetch data from a mysql database**

*Created: 8 December 2010 : by Trystan Lea*

This is a brief example for fetching data from a mysql database using JQuery AJAX and php. AJAX allows us to update a page's content without reloading the page:

**How it works :** http://openenergymonitor.org/emon/node/107

1. First you access a content file on the server here I have called the file client.php.
2. This file is downloaded to your computer and the html is displayed by your browser.
3. Client.php contains javascript which is also downloaded to your computer.
4. The jquery javascript then executes and creates its own request to a script on the server that has access to the mysql database. It does this using AJAX. This script in this example is php and is called *api.php*
5. api.php executes and gets the data from the mysql database and returns it via a json string to the listening client.php script.
6. The client.php script recieves this data and finally updates the html content on the page dynamically!

**You will need**

* A **LAMP (Linux-Apache-MYSQL-PHP)** server or XAMP server to work with. There's loads of tutorials out there on installing LAMP on Ubuntu.
* The jquery library inserted in the same directory as the scripts below
* **Download JQuery** [**here**](http://docs.jquery.com/Downloading_jQuery): quick link :[jquery-1.4.4.js](http://code.jquery.com/jquery-1.4.4.js)

### 1) Create a database to store variable data

1. Create a mysql **database** called ajax01
2. Create a **table** called variables with 2 fields: id and name
3. Insert an example variable:

http://openenergymonitor.org/emon/sites/default/files/table.png

### 2) Create a php script to receive http requests and fetch data from the database

1. Create a php script called **api.php** on your server
2. Copy and paste the example below and save it:

<?php

//-----------------------------------------------------------------------

// Example php script for fetching data from mysql database

//-----------------------------------------------------------------------

$host = "localhost";

$user = "root";

$pass = "root";

$databaseName = "ajax01";

$tableName = "variables";

//--------------------------------------------------------------------------

// 1) Connect to mysql database

//--------------------------------------------------------------------------

include 'DB.php';

$con = mysql\_connect($host,$user,$pass);

$dbs = mysql\_select\_db($databaseName, $con);

//--------------------------------------------------------------------------

// 2) Query database for data

//--------------------------------------------------------------------------

$result = mysql\_query("SELECT \* FROM $tableName"); //query

$array = mysql\_fetch\_row($result); //fetch result

//--------------------------------------------------------------------------

// 3) echo result as json

//--------------------------------------------------------------------------

echo json\_encode($array);

?>

### 3) Create a client script to fetch data from the API script using JQuery AJAX

1. Create a html script called **client.php** in the same directory with the following content in it:

<!---------------------------------------------------------------------------

Example client script for JQUERY:AJAX -> PHP:MYSQL example

------------------------------------------------------------------------->

<html>

<head>

<script language="javascript" type="text/javascript" src="jquery.js"></script>

</head>

<body>

<!----------------------------------------------------------------------

1) Create some html content that can be accessed by jquery

---------------------------------------------------------------------->

<h2> Client example </h2>

<h3>Output: </h3>

<div id="output">this element will be accessed by jquery and this text replaced</div>

<script id="source" language="javascript" type="text/javascript">

$(function ()

{

//-----------------------------------------------------------------------

// 2) Send a http request with AJAX <http://api.jquery.com/jQuery.ajax/>

//-----------------------------------------------------------------------

$.ajax({

url: 'api.php', //the script to call to get data

data: "", //you can insert url argumnets here to pass to api.php

//for example "id=5&parent=6"

dataType: 'json', //data format

success: function(data) //on recieve of reply

{

var id = data[0]; //get id

var vname = data[1]; //get name

//-----------------------------------------------------------------

// 3) Update html content

//----------------------------------------------------------------- $('#output').html("<b>id: </b>"+id+"<b> name: </b>"+vname); //Set output element html

//recommend reading up on jquery selectors they are awesome

// <http://api.jquery.com/category/selectors/>

}

});

});

</script>

</body>

</html>

### 4) Test it!

1. Goto client.php in your browser, if all is well you should see the following:



NB

### [Just to make it clear for the](http://openenergymonitor.org/emon/node/107#comment-2283)

Submitted by Guest (not verified) on Sat, 05/11/2011 - 08:56.

Just to make it clear for the real beginners.  
If you were wondering what DB.php was, it is the below code.

<?php

//--------------------------------------------------------------------------  
// Example php script for fetching data from mysql database  
//--------------------------------------------------------------------------  
$host = "localhost";  
$user = "username";  
$pass = "userpw";

$databaseName = "ajax01";  
$tableName = "variables";  
?>

You should remove it from the api.php and put it in another file called DB.php

Leave <?php and ?> in the api.php file though.