

# **Soulspace Template Engine Manual**

**by Ludger Solbach**

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# Preface

This is the documentation of the Soulspace Template Engine.



# Chapter 1. Introduction

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This is an introduction to the Soulspace Template Engine.

With the Template Engine you can for example generate html pages, code, formatted text files, documentation and many other structured documents. A template lets you specify the structure of a document separate from the concrete content of a document.

## What is a template engine?

With the Template Engine you can for example generate html pages, code, formatted text files, documentation and many other structured documents. A template lets you specify the structure of a document separate from the concrete content of a document.

## Features of the Soulspace Template Engine

- String and numeric variables
- Lists
- Maps
- Loops
- Branches
- Method calls
- Java data binding

## Chapter 2. Usage

TODO

```
TemplateEngine te = new TemplateEngineImpl();  
ISymbolTable st = null;
```



## Chapter 3. Templates

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A template consists of template text and template code.

### Template text

### Template code

### Expressions

### Constants

### Variables

### Operators

### Control code

**Branch**

**Loops**

## Chapter 4. Data

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TODO...

### DataSourcees

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TODO...

### Tokenizer

The Tokenizer is based on regular expressions. It parses the Template and splits it into code chunks and template text.

### Parser

The Parser takes the TokenList as input and generates an abstract syntax tree (AST) of the template.

### Generator

### SymbolTables

## Chapter 6. Grammar

TODO

## Chapter 7. Examples

TODO

## Chapter 8. Todo's

TODO

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