

HtmlTags The TagHelper library you didn't know you needed

About Me



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BIO

Experience with many different languages and always willing to learn more. I take pride in doing good work and prefer working with others that also love software development and aspire to continue improving themselves.

TECHNICAL EXPERTISE (circa 2012)



C#, T-SQL, ASP.NET WebForms and MVC, C, C++, C#, Delphi, Java, VB 6, PL-SQL, HTML, CSS

FUNCTIONAL EXPERTISE



Test Driven Development / Unit Testing

CLIENTS



Michael and Susan Dell Foundation Modern Woodmen

Global Resale

Grifols

USA Compression

YETI

Dell

Headspring













Agenda

- > How to Register Within in Your App
- Making The Library Available
- A very simple example
- Core types Display Label & Display, Label & Input
- > HtmlTagFixes
- ≫ Compositing HtmlTags
- ≫ Tag Conventions
- ≫ Powerfully Rendering Selects OrganizationSelectElementBuilder, Enums



HTMLTAGS



UI composition

".NET objects for generating HTML"



Single greatest benefit

You can compose methods in C# to standardize the way an app generates common HTML tags. This helps drive a standardized HTML structure, centralizes how common attributes and layout are done, and reduces errors in boilerplate code.

HtmlTags

History

Initial claim to fame was being the first HTMLHelper implementation not based on magic strings

Originally part of a larger effort for a complete framework alternative to the original ASP.NET MVC

Broken out into a stand-alone tool



Wait - this isn't a client side library like React or Angular? Who's still doing that?

Also - Blazor all the things!

One Size Does Not Fit All

When choosing tools, technological aspects are not always the greatest impacting factor

- Current team lacks JavaScript skills
 - Organization may not be willing to invest in training
 - Project deadline may not allow for learning time
- Negative past experiences
 - Tech lead may have been negatively impacted by previous churn in particular framework
- UX needs are no to low interaction
 - But should probably also be considering a static site generator or CMS at that point



Scale of Sample Code Disclaimer

- Samples are too simple
- Real world is too too complex or proprietary

HtmlTags In the Wild

Some UI Widgets I've seen composed in HtmlTags

A data "graphic" (table with fancy styling and color coding) for compression engine readings Dashboard readouts of business or department critical metrics

Cards of student information with multiple sections of related data points

HtmlTags - Tripwires

It's easy to get carried away in how much structure a single method builds up

- One-method-to-render-it-all, but with a ginormous amount of configuration or data passed it
- These usually become difficult to debug or easily change

Resist this temptation!

Use tag methods to render a single repeatable element, and then potentially call it from a parent method

Loose rule of thumb

 The method chain of your tag rendering should resemble the different hierarchy levels of the output structure

HtmlTags - Upsides

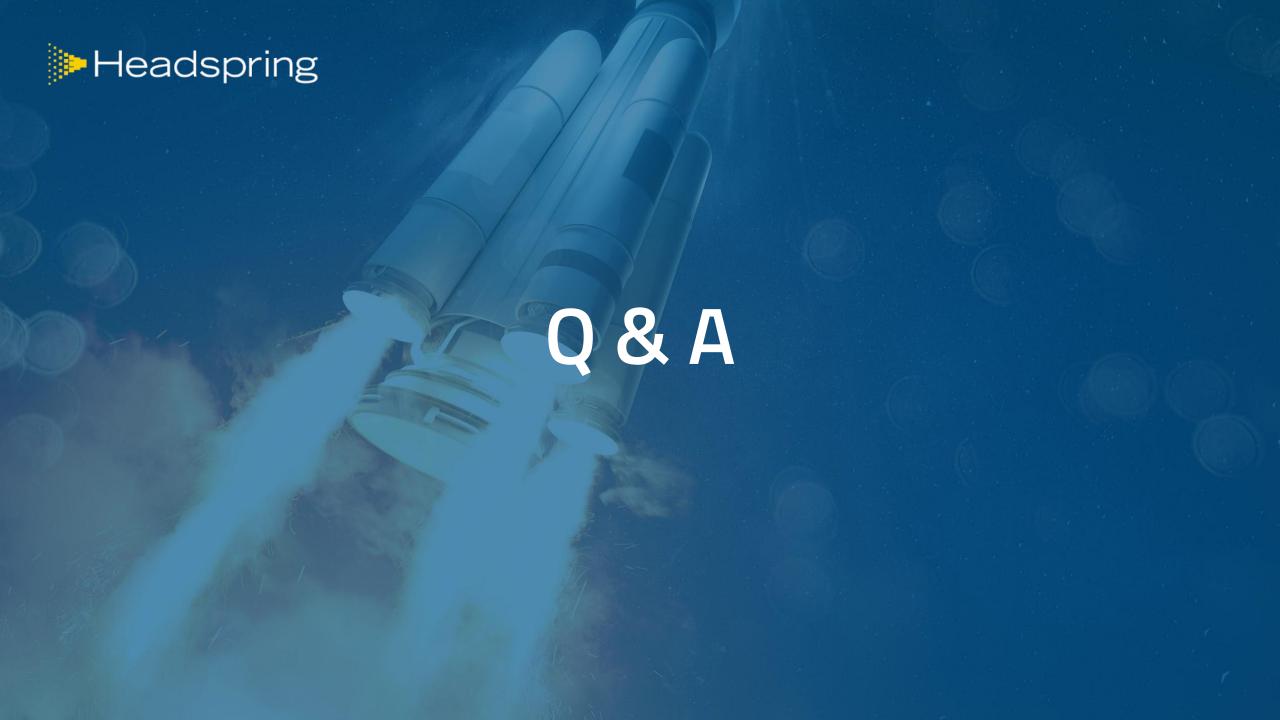
Upsides

- Very powerful tool for creating central implementations to generate common HTML structures
- Conventions make it possible to affect how particular cross cutting properties or data types are rendered

HtmlTags - Downsides

Downsides

- It's a server side technology
- Documentation is very sparse
 - o plan on carefully looking at example projects using it



Thank you!



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