

# Simple Template Conversion

**This assumes no exterior data is being used and Authentication/Authorization is not required.**

1. Choose a Template
2. Add an **\_Archive** folder to your **MVC.UI** layer
3. Unzip the template into the **\_Archive** Folder
4. Copy **Images, Styles, Js**, along with the **index.html** (*or appropriate template page – SingleColumn.html, TwoColumn.html...*) into the **\_Archive** Folder
5. Rename **\_Layout.cshtml** in **Views/Shared/** to **\_OriginalLayout.cshtml**
6. **Add a new View** in **Views/Shared/** called **\_Layout** (make sure the checkbox for **Use Layout is deselected**)
7. Copy all HTML code from **\_archive/index.html** (*or appropriate template page – SingleColumn.html, TwoColumn.html...*) and paste over content in **\_Layout.cshtml** – then **close the .html file**
8. Copy and then comment out the “main content” from **\_Layout.cshtml** and **paste over all HTML in Index.cshtml**
  - a. Make it your own – **Do these in SMALL steps so you can ctrl+Z if necessary**
  - b. In **\_Layout** you should try to leave as much of the structured HTML as possible (Items like **header, nav, footer, any main content wrapper**, etc)
  - c. In **Index.cshtml** add a **ViewBag.Title** in a razor block at the top of the page
    - i. `@{ ViewBag.Title = "Home"; }`
9. In **\_Layout.cshtml** add the **ViewBag.Title** in the **<title>**
  - a. `<title>@ViewBag.Title</title>`
10. In **\_Layout.cshtml** add **@RenderBody()** below the main content that was commented out
11. In **\_Layout.cshtml** update **all file paths** (**CSS, JS, Images and main navigation**)
  - a. For **CSS, JS, and Images** you should only need to add **“~/Content/”**
    - i. Example stylesheet link – change
    - ii. `<link rel="stylesheet" href="css/custom.css" />`  
to  
`<link rel="stylesheet" href="~/Content/css/custom.css" />`
    - iii. This is a good time to check the favicon as well. If you want to generate one you can use [www.favicon.io](http://www.favicon.io)
  - b. For hyperlinks you can use a **Url.Action()**, **Html.ActionLink()**
    - i. `<li class="active"><a class="active-link" href="index.html">Home</a></li>`  
to  
`<li class="active">@Html.ActionLink("Home", "Index", "Home", null, new { @class="active-link" })</li>`  
OR
    - ii. `<li class="active"><a class="active-link" href="@Url.Action("Index", "Home")">Resume</a></li>`

12. **(Optional)** It is best practice, but not required to include a **RenderSection()** for scripts in **\_Layout.cshtml** below other `<script>` references
  - a. Example

```
<script src="~/Scripts/jquery.1.10.4.js"></script>
<script src="https://code.jquery.com/ui/1.12.1/jquery-ui.js"></script>
@RenderSection("scripts", required: false)
```
13. **(Optional)** For any additional HTML pages in the template you can create a new Action in the **HomeController** (**`public ActionResult [pagename]() { return View(); }`**)
  - a. Right click inside the Action and **Add View**
  - b. Check **'Use a layout page'**
  - c. Copy all unique HTML from the HTML page and paste over content in the View

### *(OPTIONAL) Bundling Styles or Scripts*

Bundling is not required but can improve performance by reducing how many times we make a request to the server. When bundling, we are going to make changes to 2 files

#### 1. **BundleConfig.cs**

- a. In **AppStart/BundleConfig.cs** there is a collection (BundleCollection bundles) that groups .js and .css files together. You can add a new ScriptBundle, StyleBundle, or add files to an existing bundle.

#### Option 1: Add files to an existing bundle in AppStart/BundleConfig.cs

1. In the **Include()** method, add a string file path to the comma-separated list
  - a. **CSS Example** (adding a custom.css file to the bundle)

```
bundles.Add(new
StyleBundle("~/Content/css").Include("~/Content/bootstrap.css",
~/Content/site.css", "~/Content/custom.css"));
```
  - b. **JS Example**

```
bundles.Add(new ScriptBundle("~/bundles/jquery").Include("~/Scripts/jquery-
{version}.js", "~/Content/js/custom.js"));
```

#### Option 2: Create a new bundle in AppStart/BundleConfig.cs

1. Use **Add()** to create a new **ScriptBundle** or **StyleBundle**
    - a. **CSS Example** (StyleBundle)
      - i. 

```
bundles.Add(new StyleBundle("~/Content/custom").Include(
~/Content/css/customstyles.css"));
```

        1. **“~/Content/custom”** is the virtual path for this bundle – this is how you will reference the bundle in your **\_Layout.cshtml**
        2. **“~/Content/css/customstyles.css”** is the path pointing to the CSS file
    - b. **JS Example** (ScriptBundle)
      - i. 

```
bundles.Add(new
ScriptBundle("~/Content/js").Include("~/Content/js/custom.js"));
```
      - ii. **“~/Content/js”** is the virtual path for this bundle – referenced in **\_Layout.cshtml**
      - iii. **“~/Content/js/custom.js”** is the path pointing to the JS file
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## Referencing the bundles in \_Layout.cshtml

### 2. \_Layout.cshtml

- a. To reference CSS bundles, in the **<head>** add the following

```
@Styles.Render("~/Content/css")
```

```
@Styles.Render("~/Content/custom")
```

***Use the virtual path from BundleConfig.cs***

- b. To reference JS Bundles, add the following **above the closing </body>** tag OR **above**

**RenderSection()**

```
@Scripts.Render("~/bundles/jquery")
```

```
@Scripts.Render("~/Content/js")
```

***“~/bundles/jquery” and “~/Content/js” are virtual paths***