

Building a template engine from scratch



Vipul
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URL
Placeholder

DX and Tooling



NativeBase

What exactly is a template engine

I have no clue, how to define it in a meaningful way, which won't sound like something I copied from Wikipedia.

So, we will do some supervised learning, for the computer in you called your BRAIN and train it, so it can find the answer, all by itself.

MACHINE LEARNING



This is a template engine

```
<% if (user) { %>
  <h2><%= user.name %></h2>
<% } %>
```

Try EJS online at: <https://ionicabizau.github.io/ejs-playground/>.

Basic usage

```
let template = ejs.compile(str, options);
template(data);
// => Rendered HTML string

ejs.render(str, data, options);
// => Rendered HTML string

ejs.renderFile(filename, data, options, function(err, str){
  // str => Rendered HTML string
});
```



This too is a template engine

Installing

Install and update using [pip](#):

```
$ pip install -U Jinja2
```

In A Nutshell

```
{% extends "base.html" %}
{% block title %}Members{% endblock %}
{% block content %}
    <ul>
    {% for user in users %}
        <li><a href="{{ user.url }}">{{ user.username }}</a></li>
    {% endfor %}
    </ul>
{% endblock %}
```

This, umm.. is also a template engine(sort of)

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Writing Markup with JSX

JSX is a syntax extension for JavaScript that lets you write HTML-like markup inside a JavaScript file. Although there are other ways to write components, most React developers prefer the conciseness of JSX, and most codebases use it.

You will learn

- Why React mixes markup with rendering logic
- How JSX is different from HTML
- How to display information with JSX

You get the idea.

Our template lang spec

- Comments -> `{# comment #}`
- Value injection -> `{{ <variable_name> }}`
- loop -> `{% for item in items %} ... {% endear %}`
- conditional ->
 - `{% if predicate_1? %}`
 - `{% elif predicate_2? %}`
 - `{% else %}`
 - `{% endif %}`