# Building a template engine from scratch





## DX and Tooling



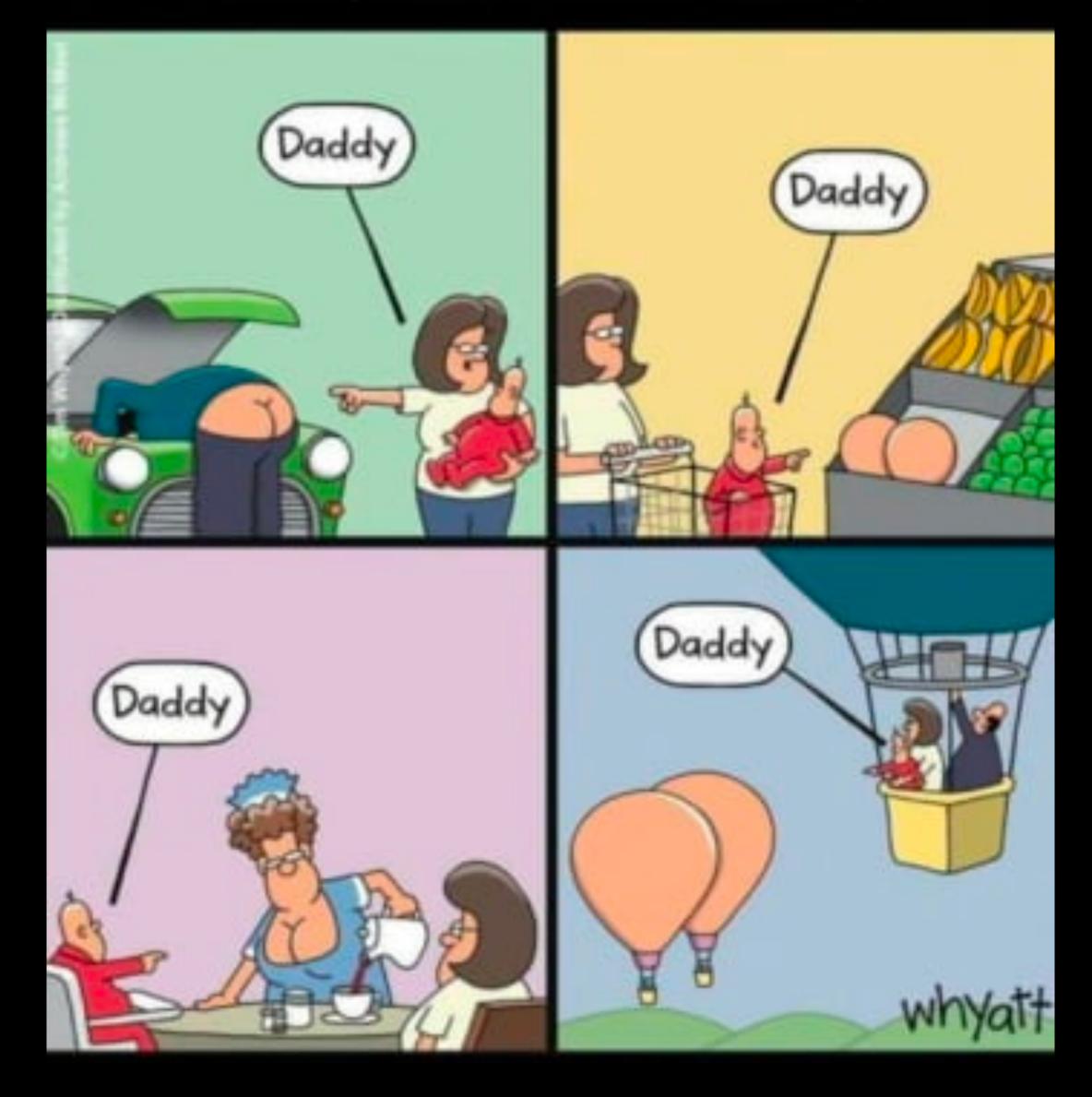
## NativeBase

## What exactly is a template engine

Honestly, 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

#### 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.

## So, how do I make a template engine?

The first step is to define constructs for our template language. This is important, we want our template language to be intuitive, provide a good DX and not be a nightmare to parse, conflicting with out host language, which in this case is HTML.

So, let's do that.

## 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 %}



```
1 <!D0
```

```
1 <!DOCTYPE html>
2 <html>
    <head>
      <title>Hello, JSWorldConf!</title>
    </head>
    <body>
6
      {% if isAdmin %}
        You are Admin
8
      {% elif isModerator %}
        You are Moderator
10
      {% else %}
11
        You are viewer
12
      {% endif %}
13
    </body>
14
15 </html>
```



```
1 <!DOCTYPE html>
2 <html>
3
    <head>
      <title>Hello, JSWorldConf!</title>
    </head>
5
    <body>
 6
      {% for product in product %}
8
          {{product.name}}: {{ product.price }}
9
        {% endfor %}
10
      11
    </body>
12
13 </html>
```

## Parsing / Tokenizing

The goal here is to parse our template file and break it down into tokens of different type.

Thanks to the simplicity of our template language, this is trivial.

## Yup, that's it.

```
index.js
    tokenize() {
      /*
       * {{ <expression> }}
       * {% for | if | elif | else | endfor | endif %}
       * { # COMMENT #}
       */
      const re = new RegExp(/(\{\{\{.*?\}\}\}|\{\%.*?\%\}|\{\#.*?\#\})/, "igm");
      return this.templateStr.split(re);
8
```

```
<body><h1>Hello {{ user_name }}!!</h1></body>
```

```
'<body><h1> Hello ',
3 '{{ user_name }}',
  '!! </h1></body>'
```

```
1 Welcome, {{user_name}}!
2 {% if isAdmin %}
   You are Admin.
4 {% elif isModerator %}
    You are Moderator
6 {% else %}
   You are not Admin.
8 {% endif %}
9
10 Products:
11 
12 {% for product in product_list %}
   {| product.name }}: {{ product.price }}
14 {% endfor %}
15
```

```
1 [
    '\nWelcome, ',
    '{{user_name}}',
    '!\n',
    '{% if isAdmin %}',
    '\n You are Admin.\n',
    '{% elif isModerator %}',
   '\n  You are Moderator\n',
    '{% else %}',
    '\n You are not Admin.\n',
10
    '{% endif %}',
11
    '\n\nProducts:\n\n',
12
    '{% for product in product_list %}',
13
    '\n ',
14
    '{{ product.name }}',
15
   · · · ,
16
   '{{ product.price }}',
    '\n',
18
    '{% endfor %}',
19
20 '\n\n'
21
```

### Great, we can parse our template language

Now, all that's left to do is, to transpile it to Javascript, because I am going to write the implementation in NodeJS, but you can port these ideas for any language, simply by changing some implementation details.

Lets jump in