Templates

Agenda

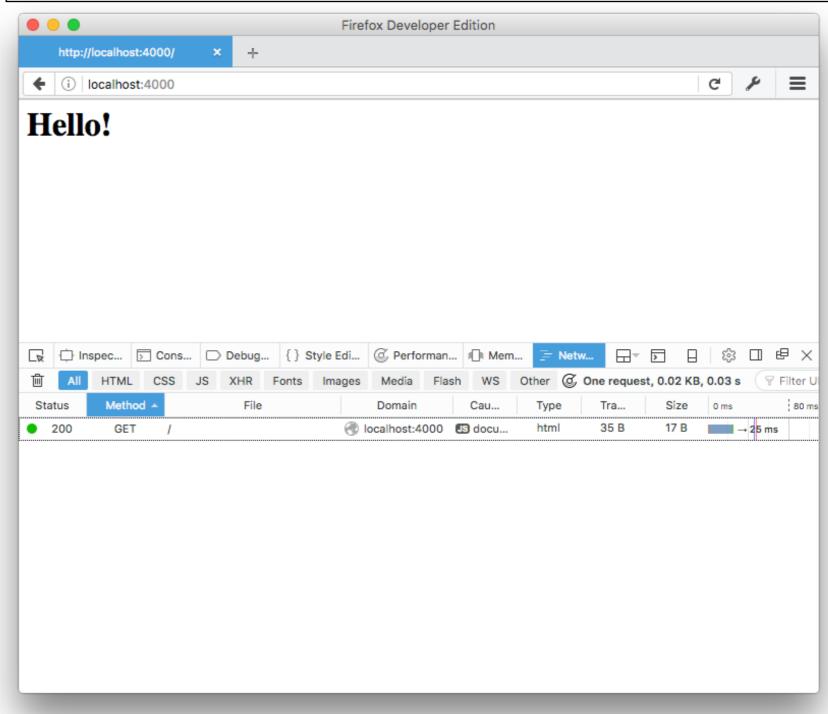
- Need for a tempting engine
- Handlebars
- Handlebars in Hapi

controller.js

reply

- In order to render web pages we could pass html content
- This would become very unwieldy and unmaintainable

```
exports.index = {
  handler: function (request, reply) {
    reply('<h1> Hello! </h1>');
  }
};
```



Template Engines: Handlebars

"Handlebars provides the power necessary to let you build semantic templates effectively with no frustration.

Handlebars is largely compatible with Mustache templates. In most cases it is possible to swap out Mustache with Handlebars and continue using your current templates.."



```
<div class="entry">
  <h1>{{title}}</h1>
  <div class="body">
    {{body}}

  </div>
</div>
```

Template Expressions

 A handlebars expression is a {{, some contents, followed by a }}

```
<div class="entry">
    <h1>{{title}}</h1>
    <div class="body">
     {{body}}

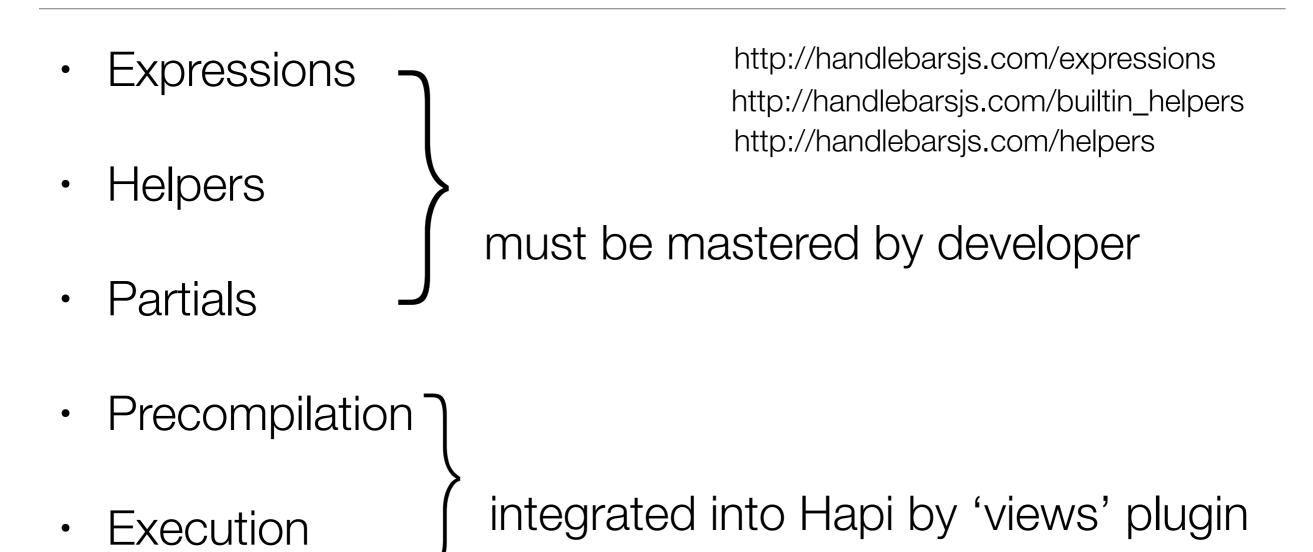
    </div>
    </div>
```

```
var context = {title: "My New Post", body: "This is my first post!"};
var html = template(context);
```

- In Javascript, create an object literal with matching properties
- When rendered, the properties replace the handlebars expressions

```
<div class="entry">
  <h1>My New Post</h1>
  <div class="body">
    This is my first post!
  </div>
</div>
```

Handlebars Features



http://handlebarsjs.com/builtin_helpers

Helpers

- Block expressions allow you to define helpers that will invoke a section of your template with a different context than the current.
- These block helpers are identified by a # preceeding the helper name and require a matching closing mustache, /, of the same name.

```
<div class="entry">
    {#if author}}
    <h1>{{firstName}} {{lastName}}</h1>
    {{/if}}}
</div>
```

if

unless

```
<div class="entry">
   {{#unless license}}
   <h3 class="warning">WARNING: This entry does not have a license!</h3>
   {{/unless}}
</div>
```

```
    {{#each people}}
    {{this}}
    {{/each}}
```

each

with

```
<div class="entry">
  <h1>{{title}}</h1>
  {{#with author}}
  <h2>By {{firstName}} {{lastName}}</h2>
  {{with}}
</div>
```

lookup

log

each helper

You can iterate over a list using the built-in each helper. Inside the block, you can use this to reference the element being iterated over.

```
    {#each people}}
    {\text{this}}
    {{/each}}
```

when used with this context:

```
people: [
    "Yehuda Katz",
    "Alan Johnson",
    "Charles Jolley"
]
```

will result in:

```
      Yehuda Katz
      Alan Johnson
      Charles Jolley
```

Partials

- Handlebars partials allow for code reuse by creating shared templates.
- Calling the partial is done through the partial call syntax:

{{> myPartial }}

 Will render the partial named myPartial. When the partial executes, it will be run under the current execution context.

myPartial.hbs

```
<section class="ui raised segment">
 <div class="ui grid">
   <aside class="six wide column">
     <img src="images/homer5.jpg" clas</pre>
   </aside>
   <article class="eight wide column">
     <table class="ui celled table seg
      <thead>
        Amount
         Method donated
        </thead>
      {{#each donations}}
           {{amount}} 
            {{method}} 
         {{/each}}
      </article>
 </div>
</section>
```

Handlebars in Hapi

- Plugin to load and manage a templating engine
- Supports a range of tempting languages

vision

Templates rendering plugin support for hapi.js.

build passing

Lead Maintainer - Jeffrey Jagoda

vision decorates the server, request, and reply interfaces with addit can be used to render templated responses. vision also provides a b templated responses.

You will need to install vision using something like npm install -

```
const server = new Hapi.Server();
server.connection({ port: 8080 });

server.register(require('vision'), (err) => {
    if (err) {
        console.log("Failed to load vision.");
    }
});
```

NOTE: Vision is included with and loaded by default in Hapi < 9.0.

- Examples
 - EJS
 - Handlebars
 - Jade
 - Mustache
 - Nunjucks

Plugin Install

Install the Vision plugin
 + the specific tempting
 engine you wish to use

```
npm install vision -save

npm install handlebars -save
```

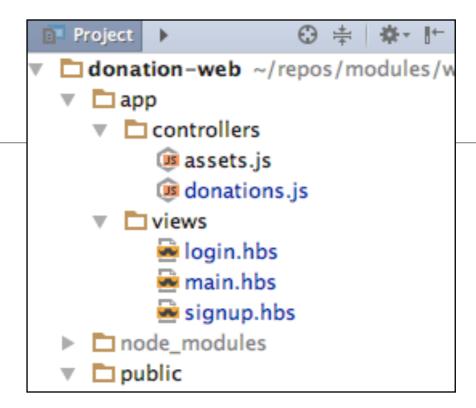
package.json

```
"name": "donation-web",
  "version": "1.0.0",
  "description": "an application to host donations for candidates",
  "main": "index.js",
  "scripts": {
      "test": "echo \"Error: no test specified\" && exit 1"
    },
    "author": "",
    "license": "ISC",
    "dependencies": {
      "handlebars": "^4.0.5",
      "hapi": "^14.1.0",
      "inert": "^4.0.1",
      "vision": "^4.1.0"
    }
}
```

Register the Plugin

```
. . .
     Import the
                             server.register([require('inert'), require('vision')], err => {
           plugin
                               if (err) {
                                 throw err;
Initialise to use
                               server.views({
                                 engines: {
    Handlebars
                                   hbs: require('handlebars'),
          engine
                                 relativeTo: __dirname,
                                 path: './app/views',
                                 isCached: false,
                               });
           Define
       template
                             });
 locations and
cache settings
```

Rename views to '.hbs'



 View can now new handlebars expressions, which will be interpolated if the correct context is provided

```
<!DOCTYPE html>
<html>
<head>
    <title>{{title}}</title>
    <meta charset="UTF-8">
```

Rendering the Context

view function accepts a 'context' object

```
'use strict';
exports.home = {
  handler: (request, reply) => {
    reply.view('main', { title: 'Welcome to Donations' });
  },
};
```

 'main' template loaded

handlebars expressions retrieve information from the 'context'

```
<!DOCTYPE html>
<html>
<head>
    <title>{{title}}</title>
    <meta charset="UTF-8">
```

Partials & Layouts

- Partials & Layouts play a prominent role in enabling DRY (Dont Repeat Yourself) principles
 - Partials: Reusable templates
 - Layouts: Reusable
 Page Structure
- These features must be explicitly enabled

```
server.views({
   engines: {
    hbs: require('handlebars'),
   },
   relativeTo: __dirname,
   path: './app/views',
   layoutPath: './app/views/layout',
   partialsPath: './app/views/partials',
   layout: true,
   isCached: false,
});
...
```

partials & layouts directories in project

Revised Project Layout

```
server.views({
  engines: {
    hbs: require('handlebars'),
  },
  relativeTo: __dirname,
  path: './app/views',
  layoutPath: './app/views/layout',
  partialsPath: './app/views/partials',
  layout: true,
  isCached: false,
});
...
```

partials & layouts - directories in project

donation-web ~/repos/modules/ent ▼ □ app controllers @ accounts.js @ assets.js donations.js □ views layout layout.hbs ▼ □ partials donate.hbs 🗪 donationlist.hbs welcomemenu.hbs home.hbs 🐱 login.hbs main.hbs report.hbs 🗪 signup.hbs node_modules library root public public .gitignore .jscsrc index.js im package.json routes.js

 Templates can now assume these folders part of the rendering pipeline

Layouts & Partials in Action

layout.hbs

welcomemenu.hbs

```
<nav class="ui inverted menu">
    <header class="header item"> <a href="/"> Donation </a> </header>
    <div class="right menu">
        <a class="item" href="/signup"> Signup</a>
        <a class="item" href="/login"> Login</a>
        </div>
    </nav>
```

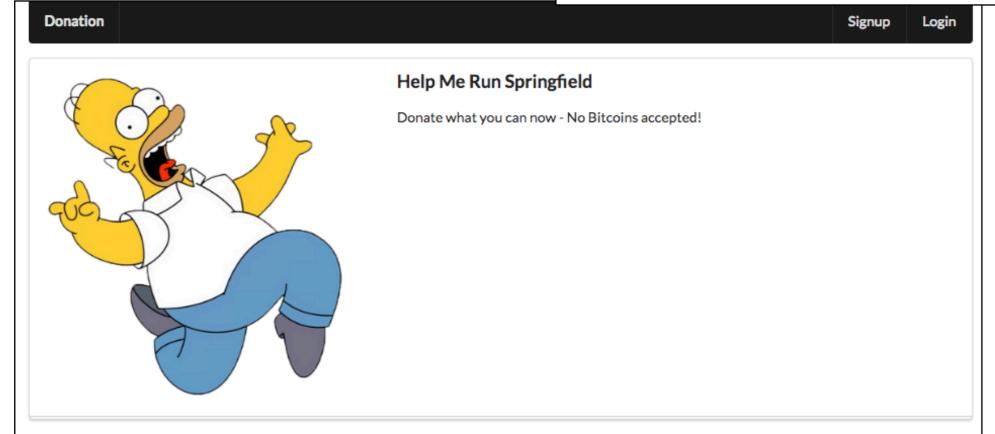
main.hbs

```
    ▼ □ layout
    □ layout.hbs
    ▼ □ partials
    □ donate.hbs
    □ donationlist.hbs
    □ welcomemenu.hbs
    □ home.hbs
    □ login.hbs
    □ main.hbs
    □ report.hbs
    □ signup.hbs
```

- main content is based on layout replacing {{content}} expression
- welcomemenu is injected into main to provide menu

```
<nav class="ui inverted menu">
    <header class="header item"> <a href="/"> Donation </a> </header
    <div class="right menu">
        <a class="item" href="/signup"> Signup</a>
        <a class="item" href="/login"> Login</a>
        </div>
    </nav>
```

welcomemenu.hbs



main.hbs