

I'm not a bot



Handlebars is a lightweight templating language that allows for easy HTML and text generation. It uses a combination of regular text and embedded expressions to produce dynamic output. These expressions are wrapped in double curly braces (`{{ }}`) and are replaced with values from an input object when the template is executed. To get started with Handlebars, you can load it from a CDN and embed it in an HTML file. This method is ideal for small pages and testing purposes. Handlebars templates support simple expressions, which can be used to access properties of an input object. You can also use dot notation to access nested objects or arrays. Additionally, built-in helpers like `each` and `with` allow you to change the evaluation context and access properties of nested objects. When writing Handlebars code, it's a good practice to include comments using HTML comments (`<!-- -->`) to make your template more readable. You can also register custom helpers using the `Handlebars.registerHelper` method. Block helpers in Handlebars enable you to define helpers that invoke a section of your template with a different context than the current one. These block helpers are identified by a `#` preceding the helper name and require a matching closing mustache (`{/}`) of the same name. For example, you can create a helper named `list` that generates an HTML list from an array of people. The helper receives the people as its first parameter and an options hash as its second parameter. When executed, the template will render the list using the provided context. Handlebars provides features like creating an `else` section, used by the built-in `if` helper. When calling `options.fn(context)`, Handlebars doesn't escape block helper results to avoid double-escaping. To prevent escaping, use the "triple-stash" `{{{ ... }}`. Handlebars.SafeString can be used to return HTML from a helper without escaping. However, this requires manual parameter escaping to prevent cross-site scripting vulnerabilities. Partial helpers enable code reuse by creating shared templates, registered using the `registerPartial` method. Built-in helpers like `if` and `each` are available, along with APIs and utility methods for applications and helpers. Handlebars is a popular templating engine for separating HTML from code, making it easy to write cleaner code without a standalone front-end framework. It can be imported locally, via CDN, or using npm. Templates are similar to HTML but include expressions processed by Handlebars, added to the page within script tags to prevent JavaScript parsing. A basic template example includes a script tag with a special type, containing expressions like `{{ (name) }}`. Handlebars offers various built-in helpers and APIs for efficient templating, allowing for easy integration into projects. With its ability to generate HTML and separate code, Handlebars is a versatile tool for web development, providing a range of features for creating dynamic content. Its simplicity and flexibility make it an ideal choice for developers looking to streamline their coding process. By utilizing Handlebars, developers can create more maintainable and efficient codebases, ultimately improving the overall quality of their web applications. Grabbing and compiling this template involves three main steps. Firstly, you grab the source of the template using `document.querySelector("#introduction-template").innerHTML`. Then, you compile it using Handlebars (`const template = Handlebars.compile(source);`). For production use, it's recommended to pre-compile your templates. Next, you need to provide Handlebars with the value by passing a context (`const context = { name: "Sabe" };`); // get the HTML after passing the template the context `const html = template(context);`). This is necessary because Handlebars needs this context to return finalized HTML. For example, using the final working version where you create an element `destination` and set its innerHTML with the compiled HTML (`const destination = document.querySelector("#introduction"); // set the new HTML destination.innerHTML = html;`), resulting in `Hello, my name is Sabe!`. One of Handlebars' strongest features is block expressions. They enable different sections within a template to behave differently, making it ideal for iterating over lists or arrays where each item requires accessing a unique part of your context (`{{#each cities}} {{(name)}}: {{(population)}} {{/each}}`). `const context = { name: "RIP Harambe", artist: { name: "Elon Musk", recordLabel: "Emo G Records" } };` The resulting HTML is: `RIP Harambe`

Elon Musk

Emo G Records Handlebars lets you create custom helpers for custom functionality. You can make a helper to capitalize variables, like this: `JavaScriptHandlebars.registerHelper("capitalize", function(string) { string = string || ""; return string.slice(0,1).toUpperCase() + string.slice(1); });` In the template, it looks like this: `{{(capitalize name)}}` Handlebars also lets you work with whole sections of a template. If you want to uppercase an entire section, you can use a block helper: `JavaScriptHandlebars.registerHelper("uppercase", function(string) { return options.fn(this).toUpperCase(); });` What we're doing here is calling `fn` and passing in the context. Here's what the template could look like: `{{#uppercase}}{{(name)}}{{/uppercase}}` This tutorial should have helped you with Handlebars' basics. It's a powerful templating engine, and their website has more information on its capabilities! Try handlebars for yourself and see what you can make with it!

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