



Anton

2007

@zemlanin

not to scale

Anton

2007

@zemlanin

2019

Wix

not to scale

Anton

A horizontal timeline is shown, starting with a black square marker at the far left. A thick black line extends to the right, with small vertical tick marks at regular intervals. Four colored arrows point to specific years: a blue arrow points to 2007, a green arrow points to 2015, a yellow arrow points to 2019, and a white arrow points to 2015.

2007

2015

2019

@zemlanin

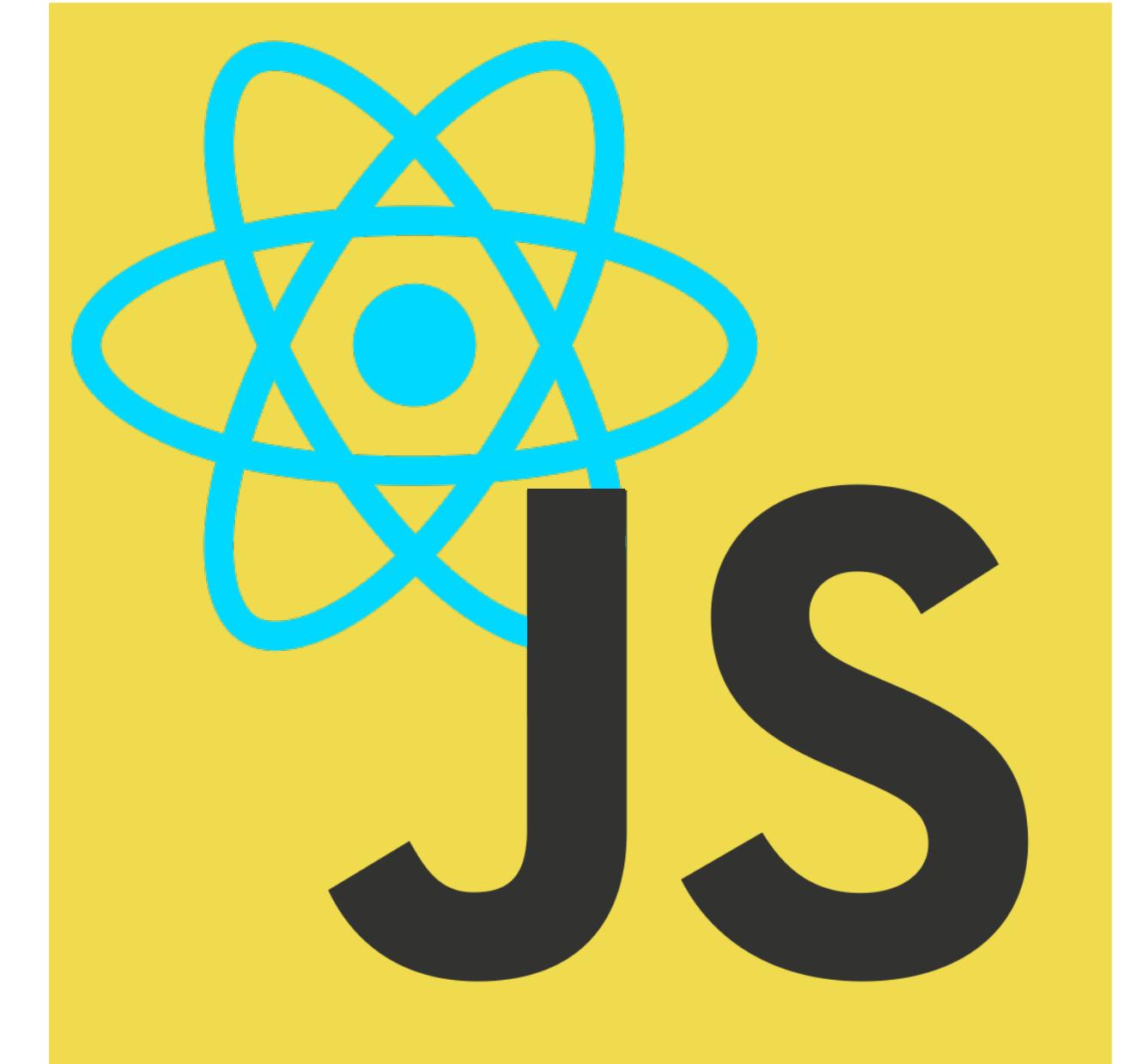
{ {

Wix

not to scale

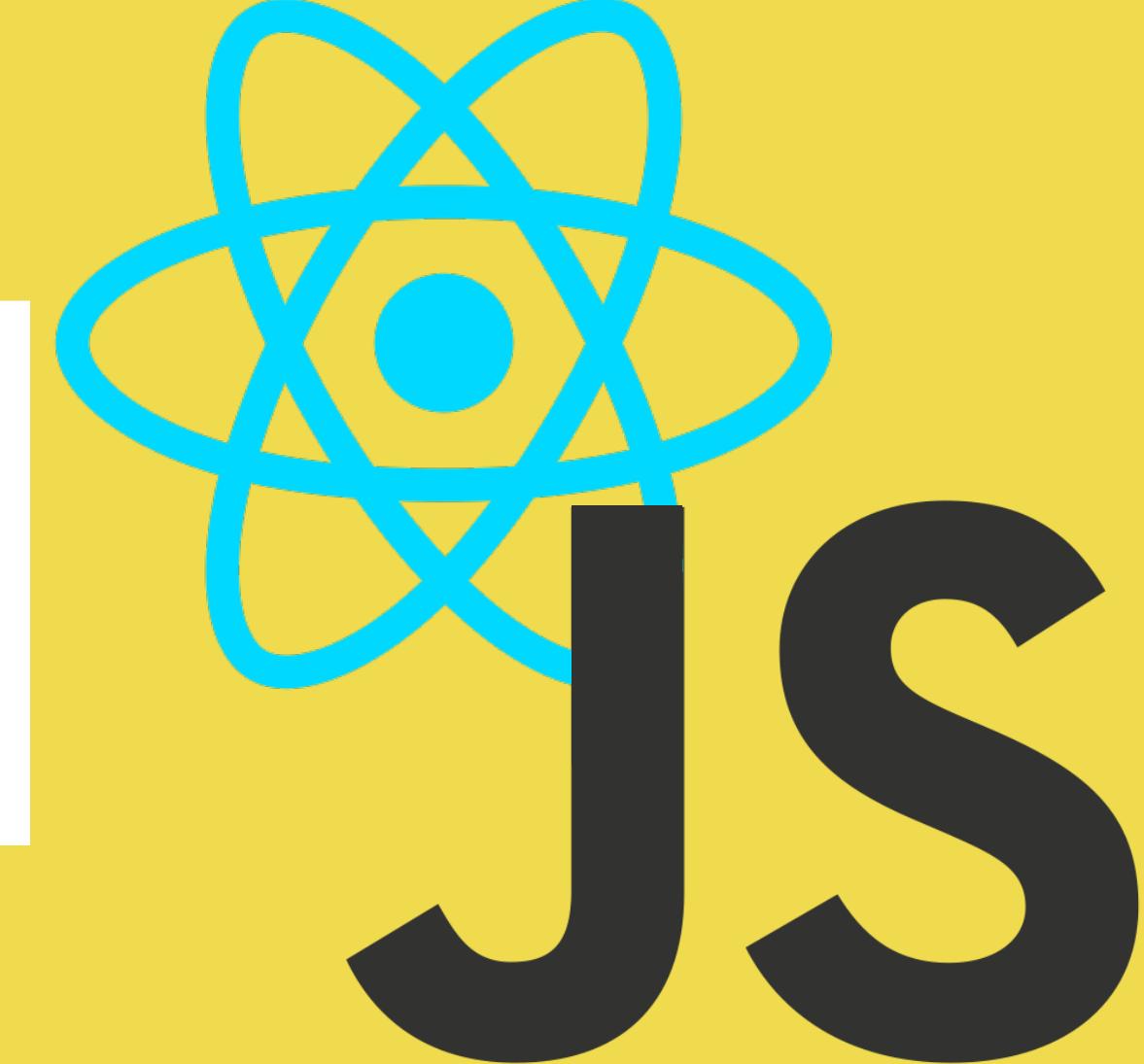


```
<body>
  <header>
    <ul data-nav>
      <li> ... </li>
      <li> ... </li>
      <li> ... </li>
    </ul>
  </header>
  <content>
    <ul data-products>
      <li> ... </li>
      <li> ... </li>
      <li> ... </li>
    </ul>
  </content>
  <footer> ... </footer>
</body>
```



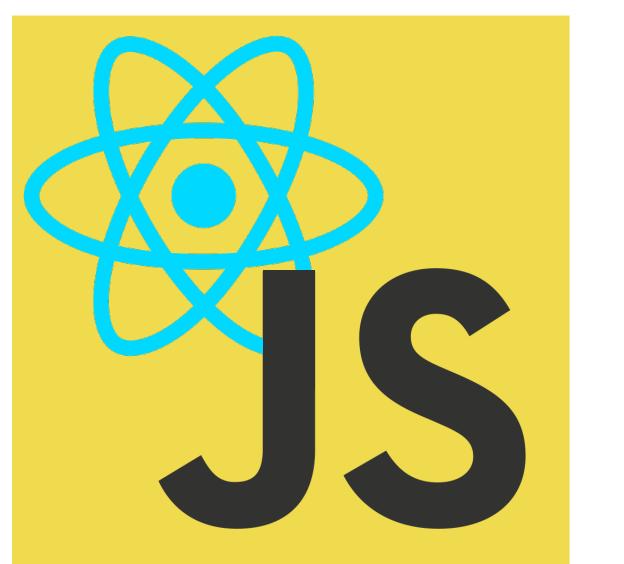


```
<body>
  <header>
    <ul data-nav>
      <li> ... </li>
      <li> ... </li>
      <li> ... </li>
    </ul>
  </header>
  <content>
    <ul data-products>
      <li> ... </li>
      <li> ... </li>
      <li> ... </li>
    </ul>
  </content>
  <footer> ... </footer>
</body>
```





```
def render_navigation():
    return (
        "<div data-nav>" +
        render("navigation tmpl") +
        "</div>"
    )
```

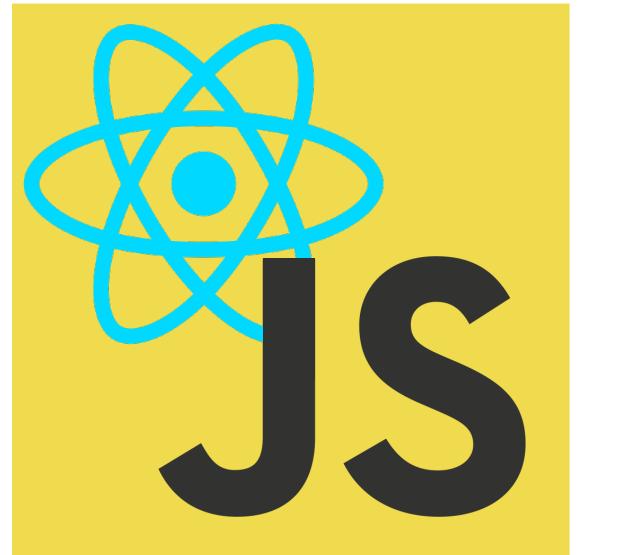


```
import Nav from "navigation tmpl"

function hydrateNavigation() {
    for (let n of document.querySelectorAll("[data-nav]")) {
        ReactDOM.hydrate(<Nav />, n)
    }
}
```



```
def render_navigation():
    return (
        "<div data-nav>" +
        render("navigation tmpl") +
        "</div>"
    )
```

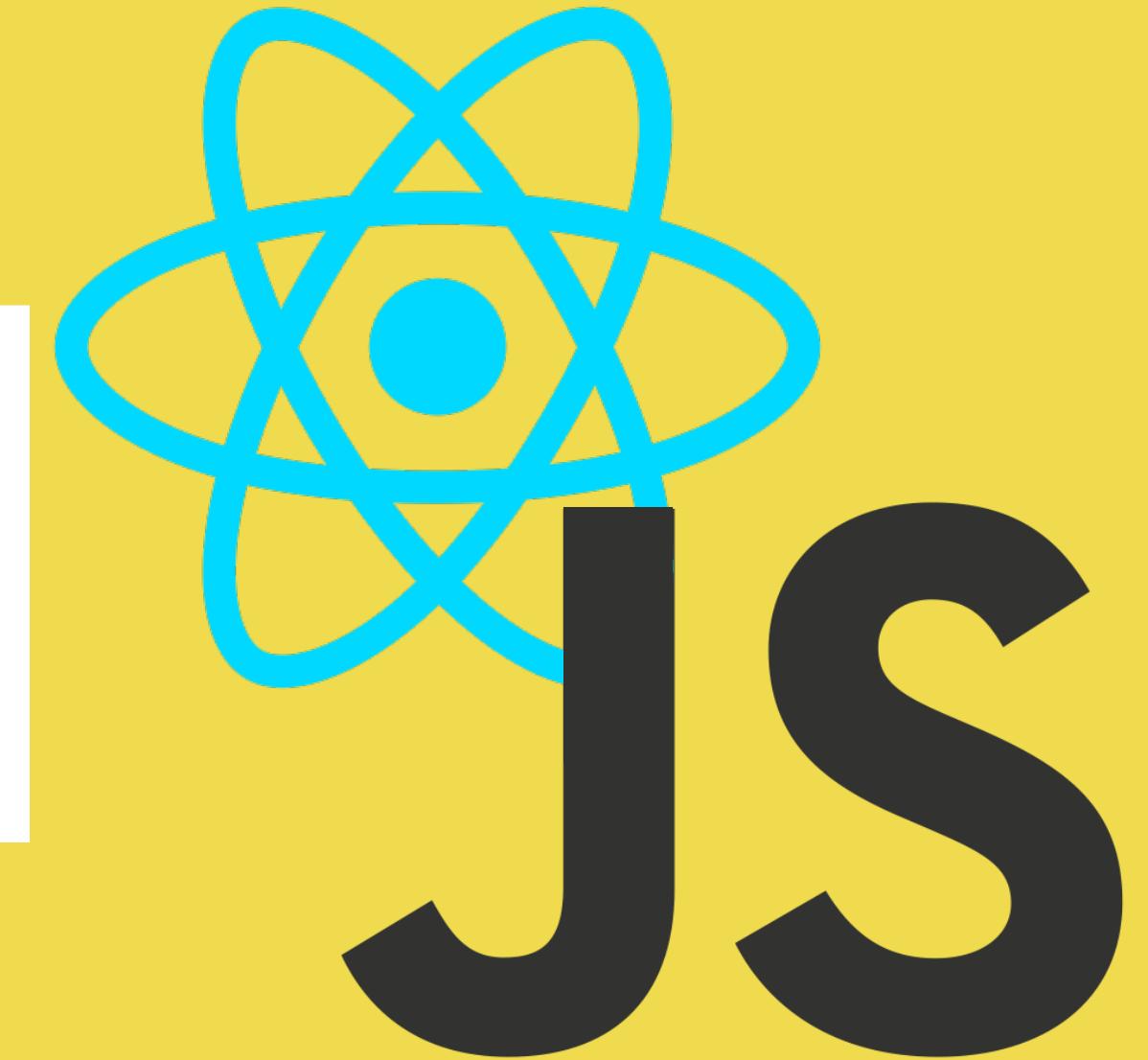


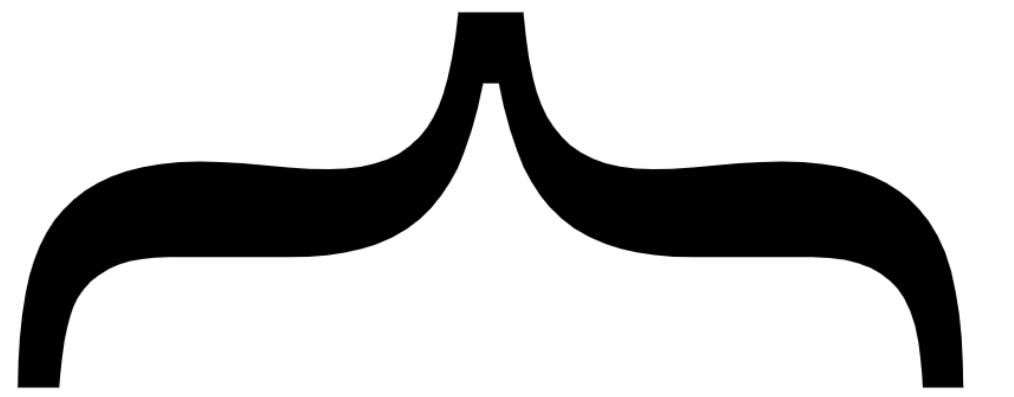
```
import Nav from "navigation tmpl"

function hydrateNavigation() {
    for (let n of document.querySelectorAll("[data-nav]")) {
        ReactDOM.hydrate(<Nav />, n)
    }
}
```



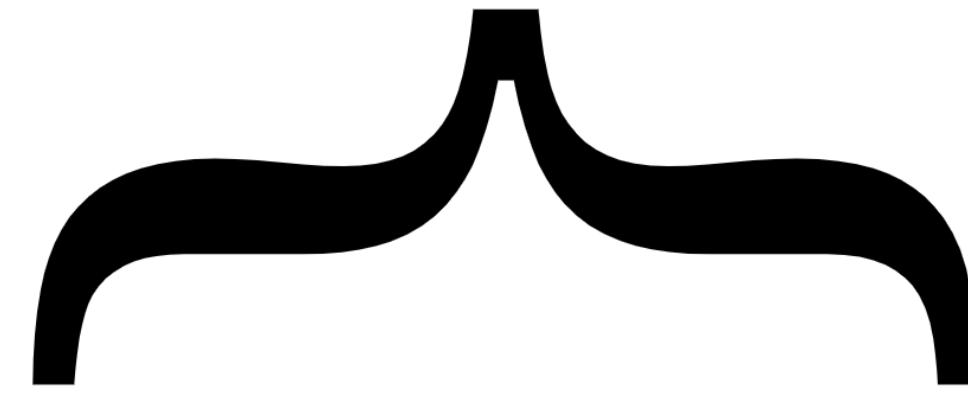
```
<body>
  <header>
    <ul data-nav>
      <li> ... </li>
      <li> ... </li>
      <li> ... </li>
    </ul>
  </header>
  <content>
    <ul data-products>
      <li> ... </li>
      <li> ... </li>
      <li> ... </li>
    </ul>
  </content>
  <footer> ... </footer>
</body>
```





Logic-less templates.

Available in [Ruby](#), [JavaScript](#), [Python](#),
[Erlang](#), [Elixir](#), [PHP](#), [Perl](#), [Perl6](#), [Objective-C](#),
[Java](#), [C#/.NET](#), [Android](#), [C++](#), [CFEngine](#),
[Go](#), [Lua](#), [ooc](#), [ActionScript](#), [ColdFusion](#),
[Scala](#), [Clojure\[Script\]](#), [Fantom](#), [CoffeeScript](#),
[D](#), [Haskell](#), [XQuery](#), [ASP](#), [Io](#), [Dart](#), [Haxe](#),
[Delphi](#), [Racket](#), [Rust](#), [OCaml](#), [Swift](#), [Bash](#),
[Julia](#), [R](#), [Crystal](#), [Common Lisp](#), [Nim](#), [Pharo](#),
[Tcl](#), [C](#), [ABAP](#), and for [Elm](#)



Logic-less templates.

Available in [Ruby](#), [JavaScript](#), [Python](#), [Erlang](#), [Elixir](#), [PHP](#), [Perl](#), [Perl6](#), [Objective-C](#), [Java](#), [C#/.NET](#), [Android](#), [C++](#), [CFEngine](#), [Go](#), [Lua](#), [ooc](#), [ActionScript](#), [ColdFusion](#), [Scala](#), [Clojure\[Script\]](#), [Fantom](#), [CoffeeScript](#), [D](#), [Haskell](#), [XQuery](#), [ASP](#), [Io](#), [Dart](#), [Haxe](#), [Delphi](#), [Racket](#), [Rust](#), [OCaml](#), [Swift](#), [Bash](#), [Julia](#), [R](#), [Crystal](#), [Common Lisp](#), [Nim](#), [Pharo](#), [Tcl](#), [C](#), [ABAP](#), and for [Elm](#)

NAME

mustache - Logic-less templates.

SYNOPSIS

A typical Mustache template:

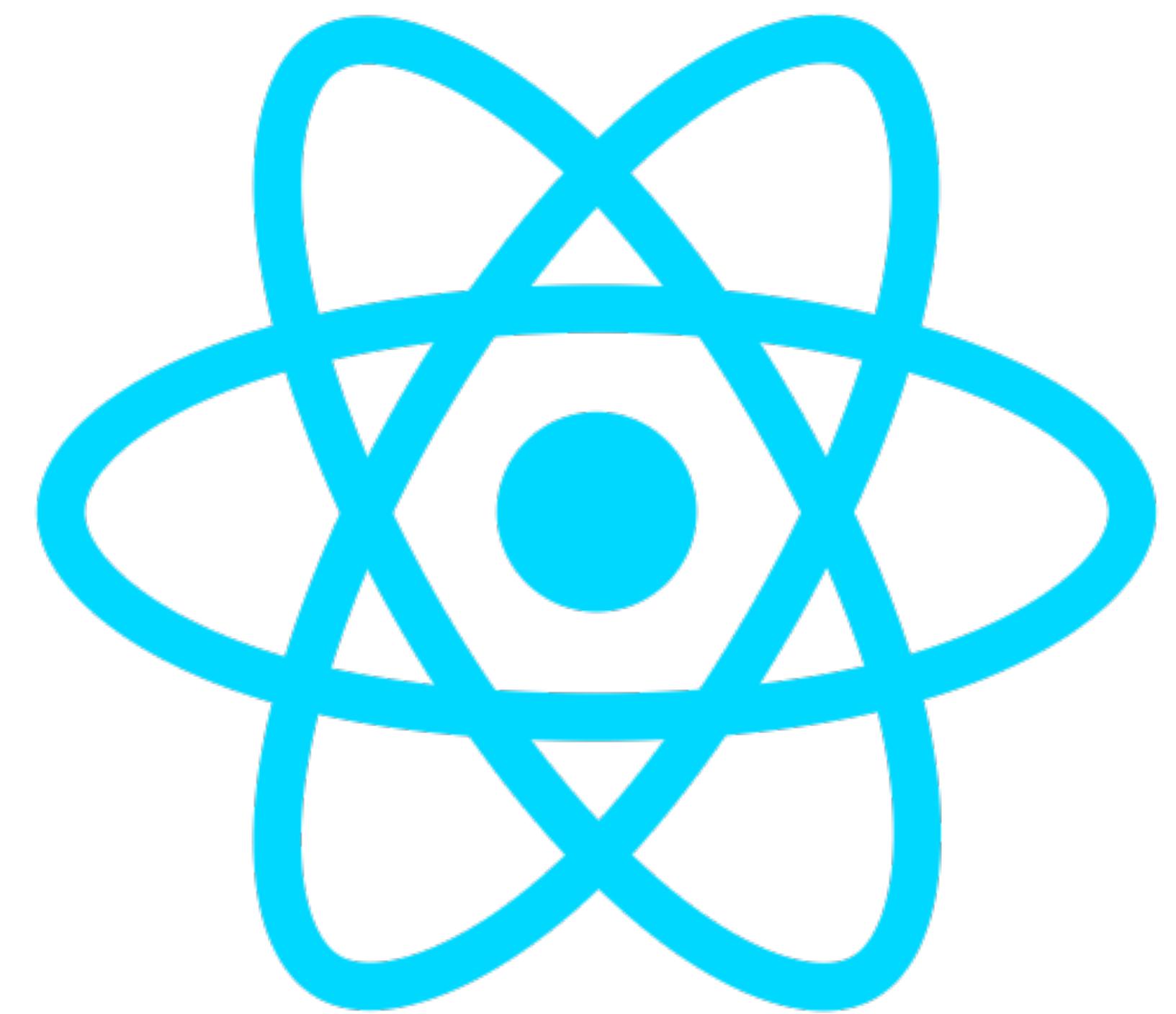
```
Hello {{name}}  
You have just won {{value}} dollars!  
{{#in_ca}}  
Well, {{taxed_value}} dollars, after taxes.  
{{/in_ca}}
```

Given the following hash:

```
{  
  "name": "Chris",  
  "value": 10000,  
  "taxed_value": 10000 - (10000 * 0.4),  
  "in_ca": true  
}
```

Will produce the following:

```
Hello Chris  
You have just won 10000 dollars!  
Well, 6000.0 dollars, after taxes.
```



```
.button { border: none }  
.button.red { background-color: red }
```



```
import styles from "./styles.css"  
// => { button: "0bad", red: "c0de" }
```



JS

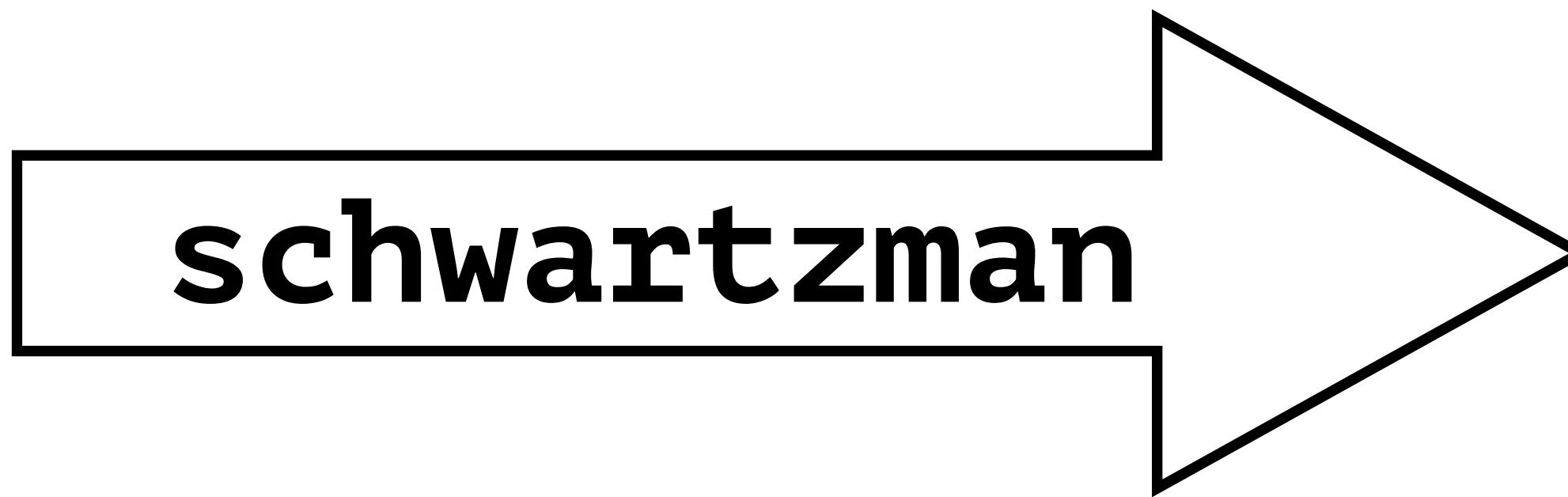
```
<a href={{ href }}>{{ label }}</a>
```

{}{

```
var React = require("react")
module.exports = function (props) {
  return React.createElement(
    "a", { href: props.href },
    props.label
  )
}
```

JS

{{{mustache}}}



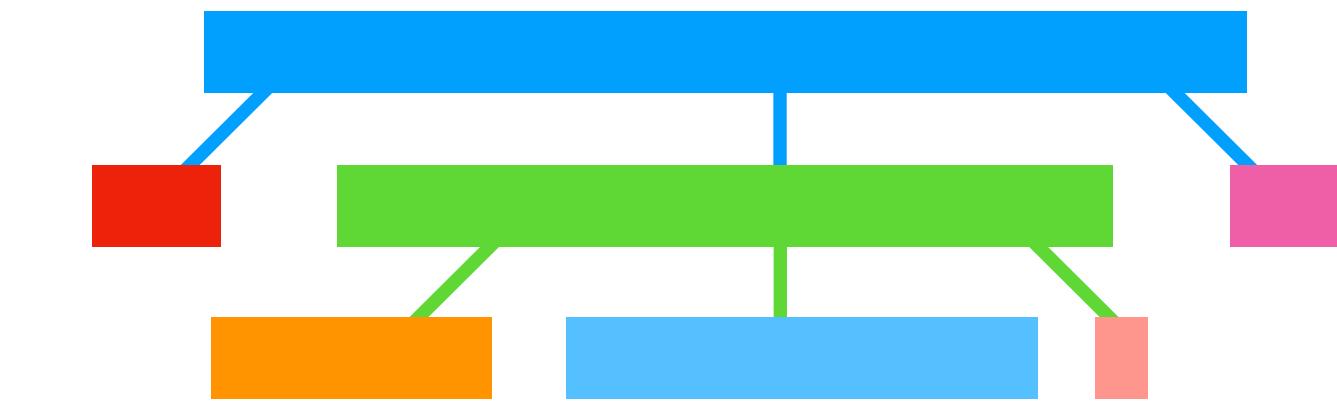
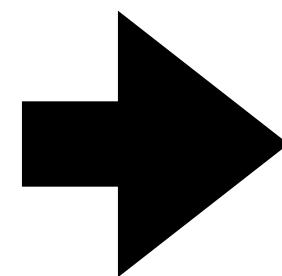
<React>

anton.click/rm/src

- 1. parsing**
- 2. code generation**

parsing

```
<a href="{{href}}>  
  {{label}}  
</a>
```



hello, <i>world</i>!

hello, <i>world</i>!

hello, <i>world</i>!

hello,

<i>world</i>

!

regex

regex



regex

The screenshot shows a dark-themed website for htmlparsing.com. The header reads "htmlparsing.com -- How to parse HTML the right way, without regular expressions". On the left, a sidebar menu lists "Home", "Java", "Perl", "PHP", "Python", and "Regesxes" (with "Regesxes" in red). The main content area has a heading "You should probably not be using regular expressions" followed by a bulleted list: "• HTML is not regular" and "• Regexes may match today, but what about tomorrow?". It then discusses extracting URLs from `` tags, showing a regex example in Perl and its failure with certain HTML input.

htmlparsing.com -- How to parse HTML the right way, without regular expressions

Home
Java
Perl
PHP
Python
Regesxes

You should probably not be using regular expressions

- HTML is not regular
- Regexes may match today, but what about tomorrow?

Say you've got a file of HTML where you're trying to extract URLs from `` tags.

```

```

So you write a regex like this (in [Perl](#)):

```
if ( $html =~ /
```

or

```
<img src=http://example.com/whatever.jpg>
```

anton.click/rm/regex

custom lexer + parser

custom lexer + parser



but it's haaaaard.

Parsing Expression Grammar

```
grammar bitsy
```

node	<- tag / text_node
tag	<- i_tag / b_tag
i_tag	<- "<i>" node* "</i>"
b_tag	<- "" node* ""
text_node	<- [^<>]+

ANTLR

ANTLR

Canopy

PEGjs

C A N O P Y

a parser compiler

JAVA

JAVASCRIPT

PYTHON

RUBY

GRAMMAR SYNTAX

MATCHING STRINGS

CHARACTER CLASSES

OPTIONAL NODES

REPEATED NODES

SEQUENCES

LOOKAHEADS

ORDERED CHOICES

CROSS-REFERENCES

BUILDING PARSE TREES

GITHUB

Canopy, a parser compiler

Canopy is a **PEG** parser compiler. It lets you describe the grammar of the language you're trying to parse using a simple, terse syntax, and it generates a parser for the language from this definition.

You can install the command-line tools through `npm`:

```
$ npm install -g canopy
```

Canopy can generate parsers in the following languages:

- **Java**
- **JavaScript**
- **Python**
- **Ruby**

anton.click/rm/canopy

grammar Schwartzman

root <- node* %strip_whitespaces

grammar Schwartzman

root <- node* %strip_whitespaces

node <- **dom_node** / **mustache_node** / **text_node**

grammar Schwartzman

root <- **node*** %**strip_whitespaces**

node <- **dom_node** / **mustache_node** / **text_node**

dom_node <- (**open_tag** **node*** **close_tag**) %**validate**

grammar Schwartzman

root <- **node*** %**strip_whitespaces**

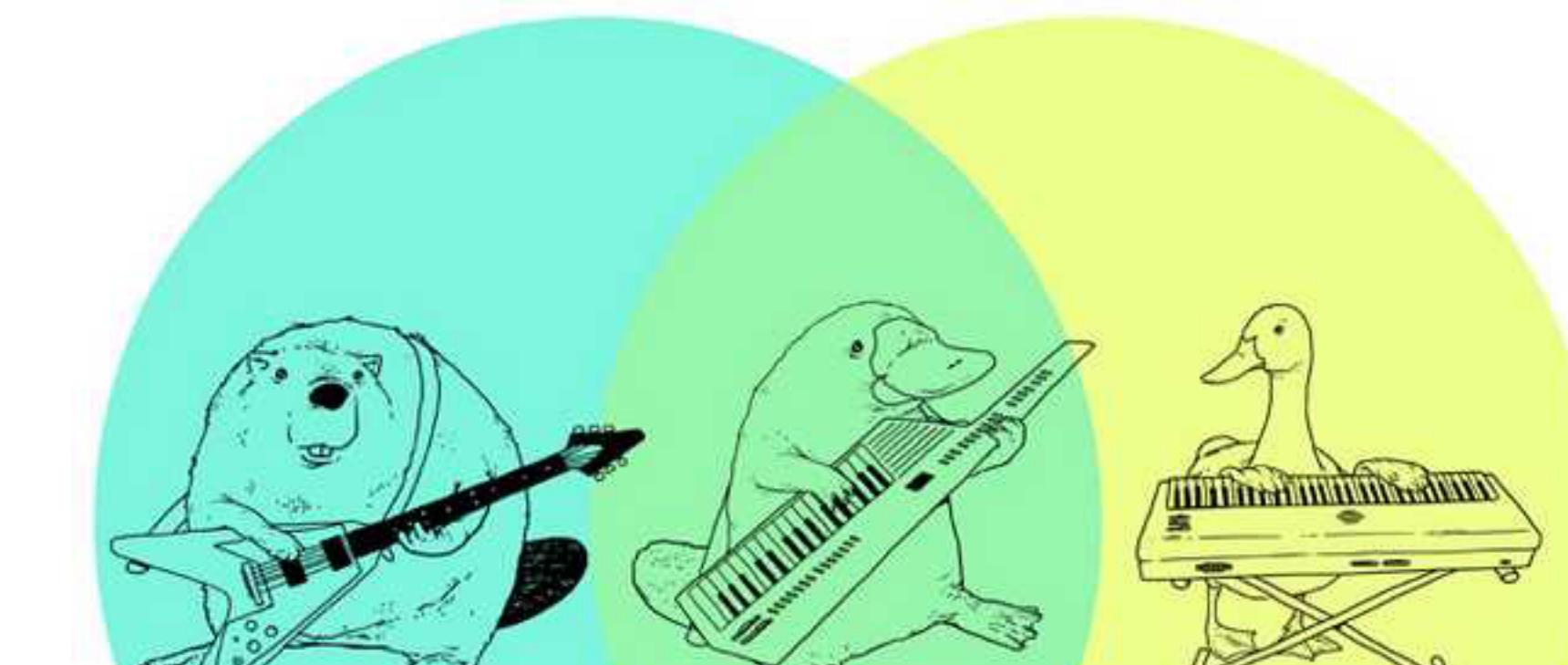
node <- **dom_node** / **mustache_node** / **text_node**

dom_node <- (**open_tag** **node*** **close_tag**) %**validate**

open_tag <- "<" **tag_name** **space** **attrs** **space?** ">"

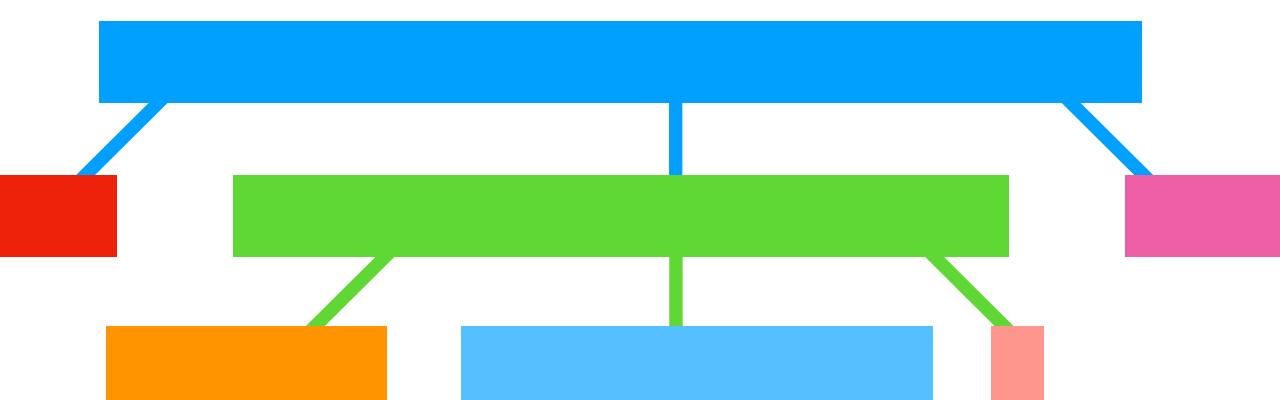
```
require("./grammar.js")
.parse("<b>beaver <i>platypus</b> duck</i>")
```

```
SyntaxError: Line 1: expected [^<>], "<i>", "<b>", [^<>], "</i>"
<b>beaver <i>platypus</b> duck</i>
          ^
```



```
require("./grammar.js")
  .parse("<b>hello, <i>world</i>!</b>")
```

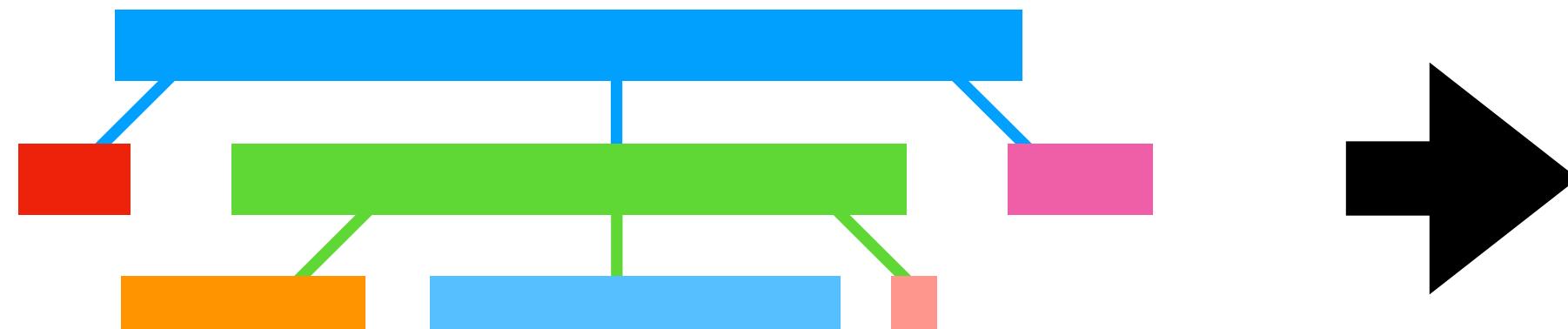
```
TreeNode {
text: '<b>hello, <i>world</i>!</b>',
offset: 0,
elements:
[ TreeNode { text: '<b>', offset: 0, elements: [] },
  TreeNode {
    text: 'hello, <i>world</i>! ',
    offset: 3,
    elements:
      [ TreeNode { text: 'hello, ', offset: 3, elements: [Array] },
        TreeNode { text: '<i>world</i>', offset: 10, elements: [Array] },
        TreeNode { text: '!', offset: 22, elements: [Array] } ] ],
  TreeNode { text: '</b>', offset: 23, elements: [] } ] }
```





**Антону надо перевести дыхание
Держите пёсиков**

code generation



```
var React = require("react")  
  
module.exports = function (props) {  
  return React.createElement(  
    "a",  
    { href: props.href },  
    props.label  
  )  
}
```

```
function loader(content) {  
  const tree = parse(content)  
  const { code } = compile(tree)  
  
  return `var h = require("react").createElement  
module.exports = function (props) { return ${code} }  
  
if (  
  typeof process !== "undefined"  
  && process.env  
  && process.env.NODE_ENV === "test"  
) { /* ... */ }`  
}
```

```
function loader(content) {  
  const tree = parse(content)  
  const { code } = compile(tree)  
  
  return `var h = require("react").createElement  
module.exports = function (props) { return ${code} }  
  
if (  
  typeof process !== "undefined"  
  && process.env  
  && process.env.NODE_ENV === "test"  
) { /* ... */ }`  
}
```

```
function loader(content) {  
  const tree = parse(content)  
  const { code } = compile(tree)  
  
  return `var h = require("react").createElement  
module.exports = function (props) { return ${code} }  
  
if (  
  typeof process !== "undefined"  
  && process.env  
  && process.env.NODE_ENV === "test"  
) { /* ... */ }`  
}
```

```
function compile(node) {
  const { tag_name, attrs, elements } = node

  const children = compileChildren(elements)
  const compiledAttrs = compileAttrs(attrs)

  return {
    code: `h(${tag_name}), ${compiledAttrs}, ${children}`,
    // ...
  }
}
```

```
<div>  
{{ mark }}  
</div>
```

```
React.createElement(  
  "div", null,  
  props.mark  
)
```

```
<div>  
  {{& mark }}  
</div>
```

```
React.createElement("div", {  
  dangerouslySetInnerHTML: {  
    __html: props.mark  
  }  
})
```

```
<div>
  <i>{{ john }}:</i>
  oh, hi {{& mark }}
</div>
```

ehh...

```
<div>
  <i>{{ john }}:</i>
  oh, hi {{& mark }}
</div>
```

escape by hand?

```
<div>
  <i>{{ john }}:</i>
  oh, hi {{& mark }}
</div>
```

escape by hand?



but it's haaaaard.

```
<div>
  <i>{{ john }}:</i>
  oh, hi {{& mark }}
</div>
```

escape by hand?
restrict {{& }}

```
if (
  children.length === 1
  && children[0].escaped
) {
  // add some `danger`
} else if (
  children.some(c => c.escaped)
) {
  throw new OneChildPolicy()
}
```

escape by hand?
restrict {{& }}

```
 {{^ invert }}  
 body  
 {{/ invert }}
```

```
 {{# section }}  
 body  
 {{/ section }}
```

<**b**>{{^ great }}Not terrible{{/ great }}</**b**>

```
<b>{{^ great }}Not terrible{{/ great }}</b>
```

```
{ great: false }
```

```
{ great: [] }
```

```
React.createElement(  
  "b",  
  null,  
  (!props.great || !props.great.length)  
    ? "Not terrible"  
    : null  
)
```

```
<div>{{# user }}{{ name }}{{/ user }}</div>
```

```
<div>{{# user }}{{ name }}{{/ user }}</div>
```

```
{ user: true, name: "Anatoly Dyatlov" }
```

```
React.createElement(                                     {{# if }}  
  "div",  
  null,  
  props.user ? props.name : null  
)
```

```
<div>{{# user }}{{ name }}{{/ user }}</div>
```

```
{ user: { name: "Anatoly Dyatlov" } }
```

```
React.createElement(  
  "div",  
  null,  
  props.user ? props.user.name : null  
)
```

// schwartzman/index.js

```
return `function scopeSearch(scopes, name) {  
    var path = name.split(".")  
  
    for (var i = 0; i < scopes.length; i++) {  
        // ...  
        for (var n = 0; n < path.length; n++) {  
            // ...  
        }  
    }  
  
    return null  
}`
```

```
<div>{{# user }}{{ name }}{/ user }}</div>
```

```
{ user: [  
  { name: "Anatoly" }, {name: "Dyatlov"}  
] }
```

```
React.createElement(  
  "div",  
  null,  
  ...props.user.map(u => u.name)  
)
```

```
<div>{{# user }}{{ name }}{{/ user }}</div>
```

```
{ user: () =>
  (text, cb) => `<b>${cb(text)}</b>`,
name: "Anatoly Dyatlov" }
```

```
React.createElement(
  "div",
  null,
  f(props.user, props, ["user"])
    // => createElement("b", null, "Anatoly Dyatlov")
)
```

// schwartzman/index.js

```
return `function section(* ... *) {
  var obj = scopeSearch(`scope` section *)
    if (obj) {
      if (isArray(obj)) {
        // `for_each` section
      } else if (isFunction(obj)) {
        // `lambda` section
      } else {
        // `if` section
      }
    }
}`;
```

// schwartzman/index.js

```
return `function section(* ... *) {
  var obj = scopeSearch(`scope` section *)
    if (obj) {
      if (isArray(obj)) {
        // `for_each` section
      } else if (isFunction(obj)) {
        // `lambda` section
      } else {
        // `if` section
      }
    }
}`;
```

```
// schwartzman/index.js
```

```
return `function render(/* ... */) {
  var lowLevel = require("schwartzman").lowLevel
  var parsed = lowLevel.parse(/* ... */)
  // ...
  return eval(lowLevel.compile(parsed))
}`
```

```
// schwartzman/index.js
```

```
return `function render(/* ... */) {
  var lowLevel = require("schwartzman").lowLevel
  var parsed = lowLevel.parse(/* ... */)
  // ...
  return eval(lowLevel.compile(parsed))
}`
```



eval

// schwartzman/index.js

```
return `function render() {
  var lowLevel = ${lowLevel};
  var parsed = ${parsed};
  // ...
  return eval(`compile(parsed));
}
```

feels-good.

```
{ {#users u} }  
  {{ u.name }}  
{ {/users} }
```

```
{ {#users u} }  
  {{ u.name }}  
{ {/users} }
```



0.2.0: syntax for access loop variables ({{#array el}})

[Browse files](#)

master v0.8.0 ... v0.2.0

 zemlanin committed on Nov 4, 2015

1 parent 09d776d commit 1ec78746b474cae4306f42e9a12307aa7308adc3

Showing 7 changed files with 208 additions and 58 deletions.

Unified Split

▼ 178 dist/grammar.js

...

@@ -152,18 +152,21 @@

```
152     var TreeNode16 = function(text, offset, elements) {
153         TreeNode.apply(this, arguments);
154         this['var_name'] = elements[2];
155     };
156     inherit(TreeNode16, TreeNode);
157
158     var TreeNode17 = function(text, offset, elements) {
159         TreeNode.apply(this, arguments);
160         this['var_name'] = elements[2];
161     };
162     inherit(TreeNode17, TreeNode);
163
164     var TreeNode18 = function(text, offset, elements) {
165         TreeNode.apply(this, arguments);
166         this['var_name'] = elements[2];
167     };
168     inherit(TreeNode18, TreeNode);
169
```

@@ -177,12 +180,15 @@

```
177     var TreeNode20 = function(text, offset, elements) {
```

```
152     var TreeNode16 = function(text, offset, elements) {
153         TreeNode.apply(this, arguments);
154         this['var_name'] = elements[2];
155         + this['dot_var_name'] = elements[2];
156     };
157     inherit(TreeNode16, TreeNode);
158
159     var TreeNode17 = function(text, offset, elements) {
160         TreeNode.apply(this, arguments);
161         this['var_name'] = elements[2];
162         + this['dot_var_name'] = elements[2];
163     };
164     inherit(TreeNode17, TreeNode);
165
166     var TreeNode18 = function(text, offset, elements) {
167         TreeNode.apply(this, arguments);
168         this['var_name'] = elements[2];
169         + this['dot_var_name'] = elements[2];
170     };
171     inherit(TreeNode18, TreeNode);
172
```

```
180     var TreeNode20 = function(text, offset, elements) {
```

0.3.0: scopes of section blocks

[Browse files](#)

master → v0.8.0 ... v0.3.0

 zemlanin committed on Nov 5, 2015

1 parent 4ab7620 commit 71c85000e93bd76c574f32aed37f0ce4dd7d620c

Showing 8 changed files with 101 additions and 208 deletions.

Unified Split

▼ 178 dist/grammar.js

...

✗	@@ -152,21 +152,18 @@		
152	var TreeNode16 = function(text, offset, elements) {	152	var TreeNode16 = function(text, offset, elements) {
153	TreeNode.apply(this, arguments);	153	TreeNode.apply(this, arguments);
154	this['var_name'] = elements[2];	154	this['var_name'] = elements[2];
155	- this['dot_var_name'] = elements[2];	155	};
156	};	156	inherit(TreeNode16, TreeNode);
157	inherit(TreeNode16, TreeNode);	157	
158		158	var TreeNode17 = function(text, offset, elements) {
159	var TreeNode17 = function(text, offset, elements) {	159	TreeNode.apply(this, arguments);
160	TreeNode.apply(this, arguments);	160	this['var_name'] = elements[2];
161	this['var_name'] = elements[2];	161	};
162	- this['dot_var_name'] = elements[2];	162	inherit(TreeNode17, TreeNode);
163	};	163	
164	inherit(TreeNode17, TreeNode);	164	var TreeNode18 = function(text, offset, elements) {
165		165	TreeNode.apply(this, arguments);
166	var TreeNode18 = function(text, offset, elements) {	166	this['var_name'] = elements[2];
167	TreeNode.apply(this, arguments);	167	};
168	this['var_name'] = elements[2];	168	inherit(TreeNode18, TreeNode);
169	- this['dot_var_name'] = elements[2];	169	
170	};		
171	inherit(TreeNode18, TreeNode);		
172			
✗	@@ -180,15 +177,12 @@		
180	var TreeNode20 = function(text, offset, elements) {	177	var TreeNode20 = function(text, offset, elements) {

Features--
UX++

npm github mustache syntax @zemlanin

```
<div style="color: red">hello, {{name}}! {{> separator.jsx}}
</div>
```

```
{"name": "Jason", "separator": {text: "-"}}
```

hello, Jason!

```
'use strict'
// compiled with schwartzman 0.8.0
var React = require('react')
function scs(scopes, name) {
  var result
  var namePath = name.split('.')
  for (var i = 0; i < scopes.length; i++) {
    result = scopes[i]
    for (var n = 0; n < namePath.length && result != undefined; n++) {
      result = result[namePath[n]]
    }
    if (result != undefined && n > 0) { return result }
  }
  return null
}
function includeKey(v, index) {
  if (v.kev === undefined) { v.kev = index }
```

anton.click/rm/demo

BABEL

1 Write code here



rollup.js

ES6 modules go in...

Dynamic imports

main.js

```
1 /* DYNAMIC IMPORTS
2  Rollup supports automatic chunking a
3  via dynamic imports utilizing the im
4  of the host system. */
5 if (displayMath) {
6   import('./maths.js').then(function (m
7     console.log(maths.square(5));
8     console.log(maths.cube(5));
9   });
10 }
```

maths.js

```
1 import square from './square.js';
2
3 export {default as square} from './squ
4
5 export function cube (x ) {
6   return square(x) * x;
7 }
```

square.js

```
1 export default function square ( x ) {
2   return x * x;
3 }
```



SVELTE

Hello world

App.svelte

```
1 <script>
2   let name = 'world';
3 </script>
4
5 <h1>Hello {name}!</h1>
```

+ add mo

TypeScript

v3.7.2

Config

Examples

What'

```
1 const message: string = 'hello world';
2 console.log(message);
```

```
var h = require("react").createElement
```

```
var lowLevel = require("schwartzman").lowLevel
```

```
var h = require("react").createElement
```

```
var lowLevel = require("schwartzman").lowLevel
```

```
var parseQuery = require("loader-utils").parseQuery
```

```
var h = require("react").createElement
```

```
var lowLevel = require("schwartzman").lowLevel
```

```
var parseQuery = require("loader-utils").parseQuery
```

```
module.exports = function (content) { ... }
```

```
if (
  typeof process != "undefined"
  && process.env
  && process.env.NODE_ENV === "test"
) { ... }
```

```
window.module = {}
window.process = { env: { NODE_ENV: "test" } }

window.require = function (name) {
  if (name === "loader-utils") {
    return { parseQuery() { return {} } }
  }

  if (name === "react") {
    return /* ... */
  }

  if (name === "schwartzman") {
    return /* ... */
  }
}
```

```
<script  
  src="https://unpkg.com/react@16/umd/react.production.min.js">  
</script>  
  
<script  
  src="https://unpkg.com/react-dom@16/umd/react-dom-  
server.browser.production.min.js">  
</script>  
  
<script src="https://unpkg.com/schwartzman"></script>
```

Problem with strings #3

 Closed

INevermindl opened this issue on May 24, 2016 · 1 comment



INevermindl commented on May 24, 2016

+  ...

'null' is rendered when conditional section is placed inside of a string and the condition is False.

<http://schwartzmananton.codes/?>

tmpl=%3Cspan%20class%3D%27x%20%7B%7B%5E%20y%20%7D%7Dy%7B%7B%2F%20y%20%7D%7D%27%3E%0A%20%20class%20should%20be%20%27x%27%0A%3C%2Fspan%3E&props=%7By%3A%201%7D



zemlanin closed this in [505abd6](#) on May 24, 2016

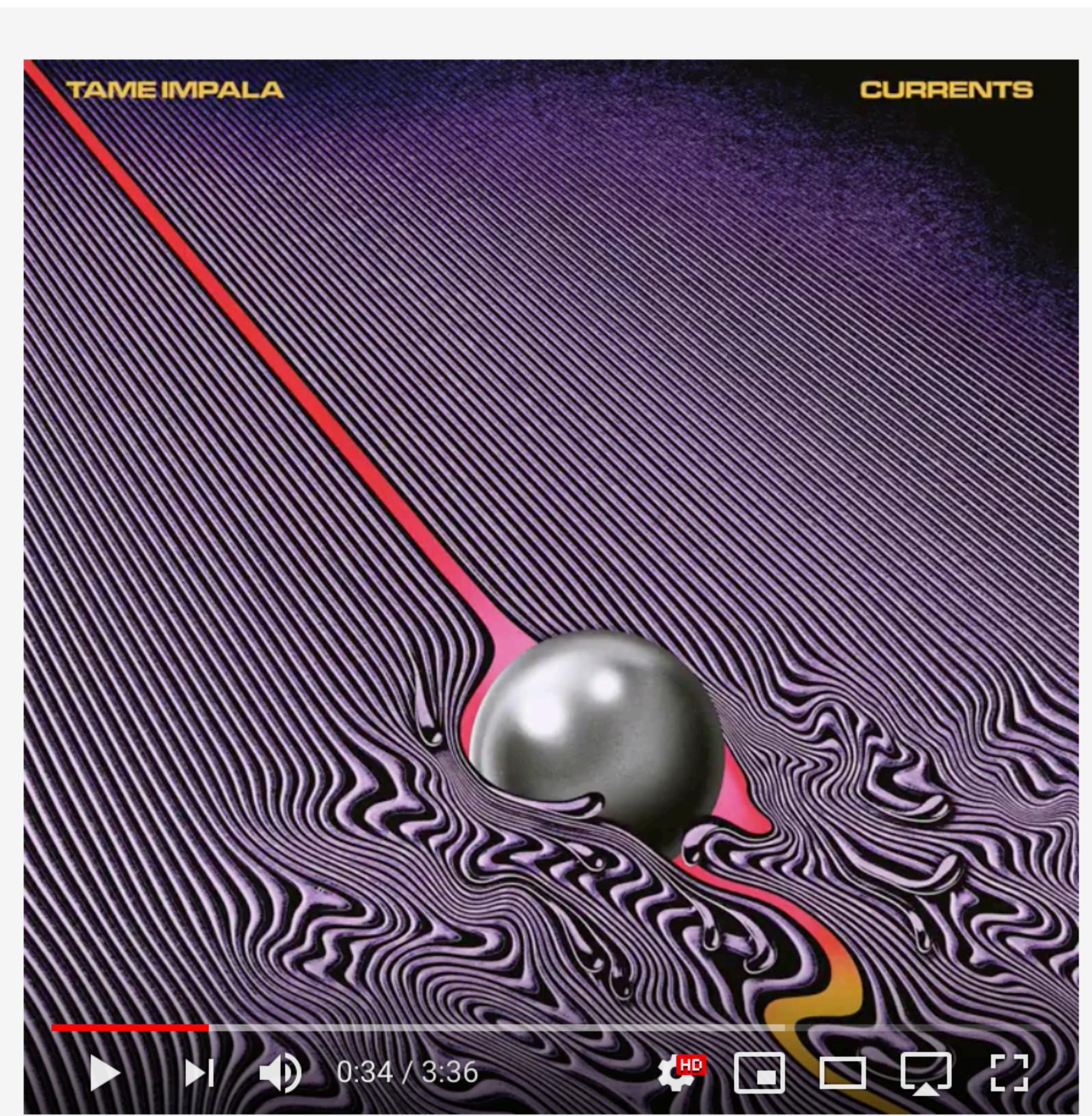


zemlanin commented on May 24, 2016

Owner

+  ...

Fixed in 0.7.4



The Less I Know The Better

**TWO
YEARS
LATER...**

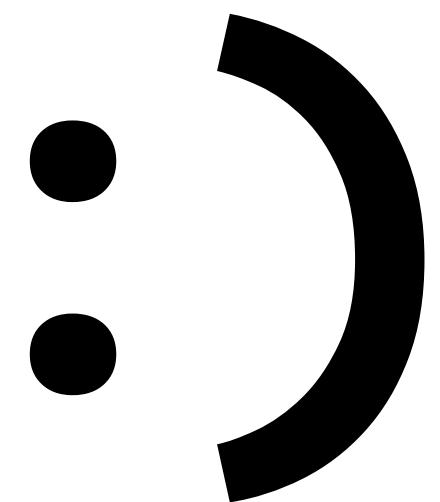
```
<div style="color: red;">hello world</div>
^      ^
```

<! -- vs -->

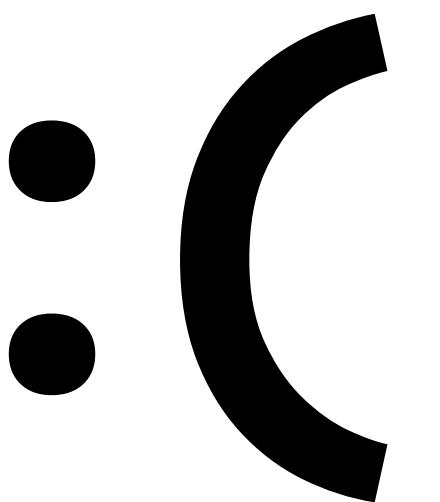
```
<div style="color:red">hello world</div>
^      ^
```

react@15 => react@16

me:



users:



react@15 => react@16

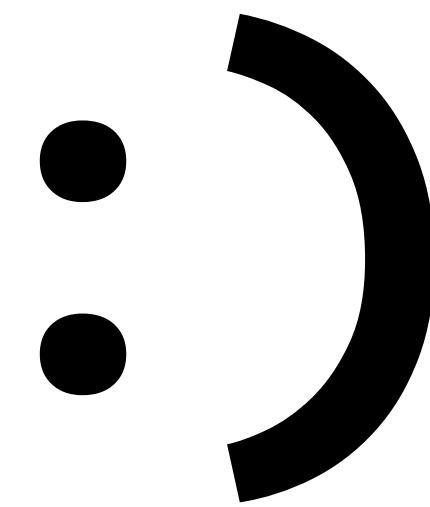
react@15 => (react@15 | react@16)

me:



but it's haaaaard.

users:



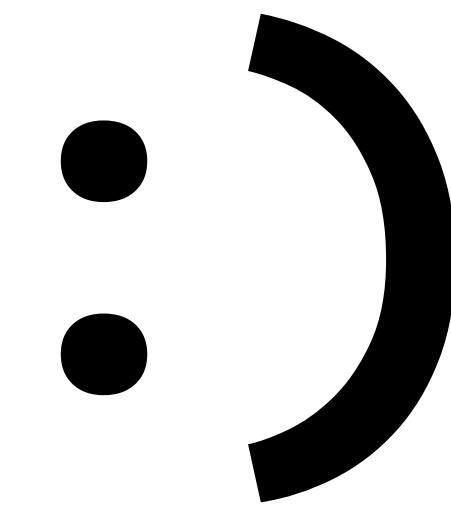
react@15 => react@16

react@15 => (react@15 | react@16)

me:



users:



```
// test/rendering.test.js
```

```
const rendered = semver.gte(React.version, "16.0.0")  
? `<div style="color:red">red</div>`  
: `<div style="color:red;">red</div>`
```

```
assert.equal(  
  rendered,  
  ReactDOMServer.renderToStaticMarkup(  
    React.createElement(tmpl, {})  
)  
)
```

// package.json

```
"peerDependencies": {  
  "react": "^0.14.3 || ^15.6.1 || ^16.0.0"  
}
```

```
# .travis.yml
```

```
env:
```

- **REACT_VER=***
- **REACT_VER=0.14.3**
- **REACT_VER=15.6.1**
- **REACT_VER=16.0.0**

```
# .travis.yml
```

```
env:
```

- **REACT_VER=***
- **REACT_VER=0.14.3**
- **REACT_VER=15.6.1**
- **REACT_VER=16.0.0**

```
install:
```

- **npm ci**
- **npm i --no-save "react@\$REACT_VER" "react-dom@\$REACT_VER"**

X master 0.8.0

-o #41 failed

-o Commit 50364e3 ↗

↳ Compare 0ddaa74..50364e3 ↗

Branch master ↗

Anton Verinov

⌚ Ran for 2 min 52 sec

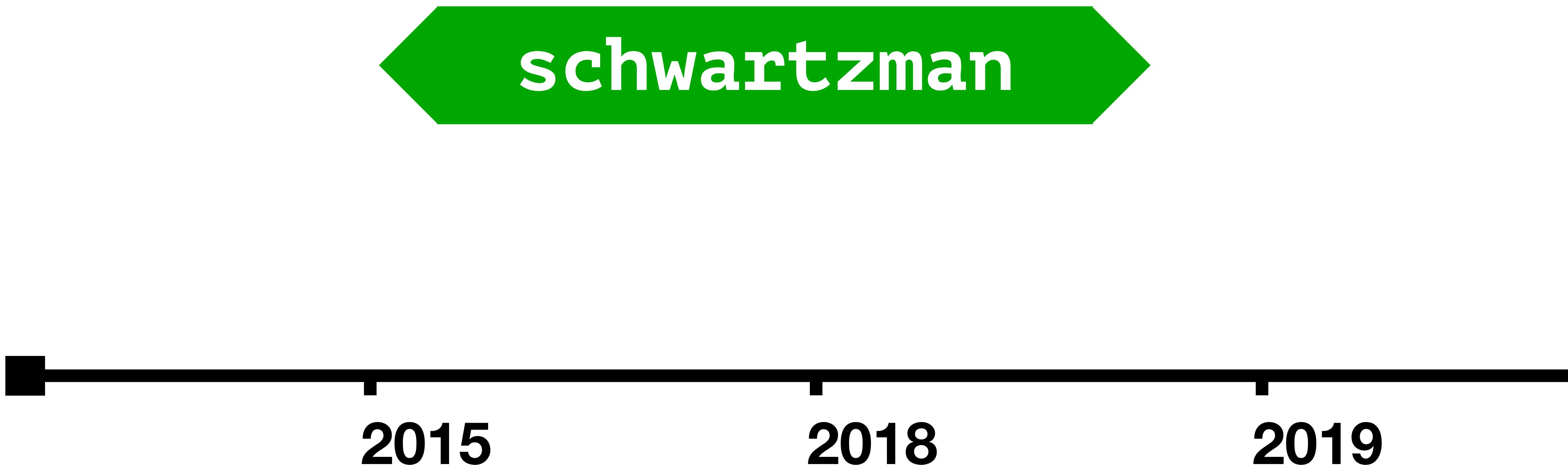
⌚ Total time 5 min 9 sec

📅 about a year ago

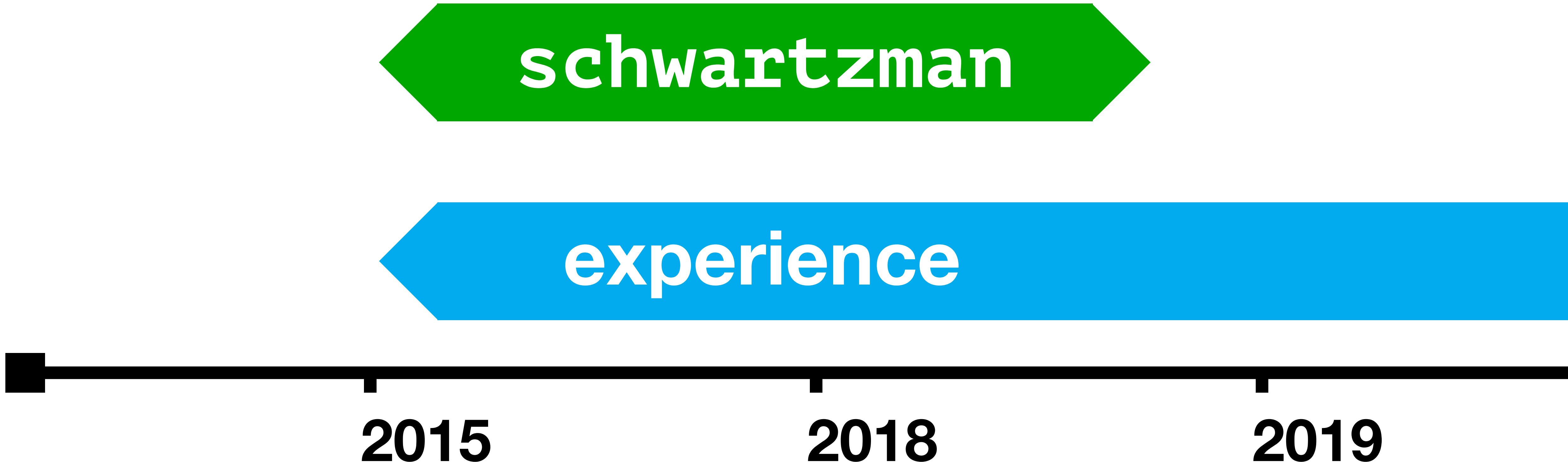
Build jobs

View config

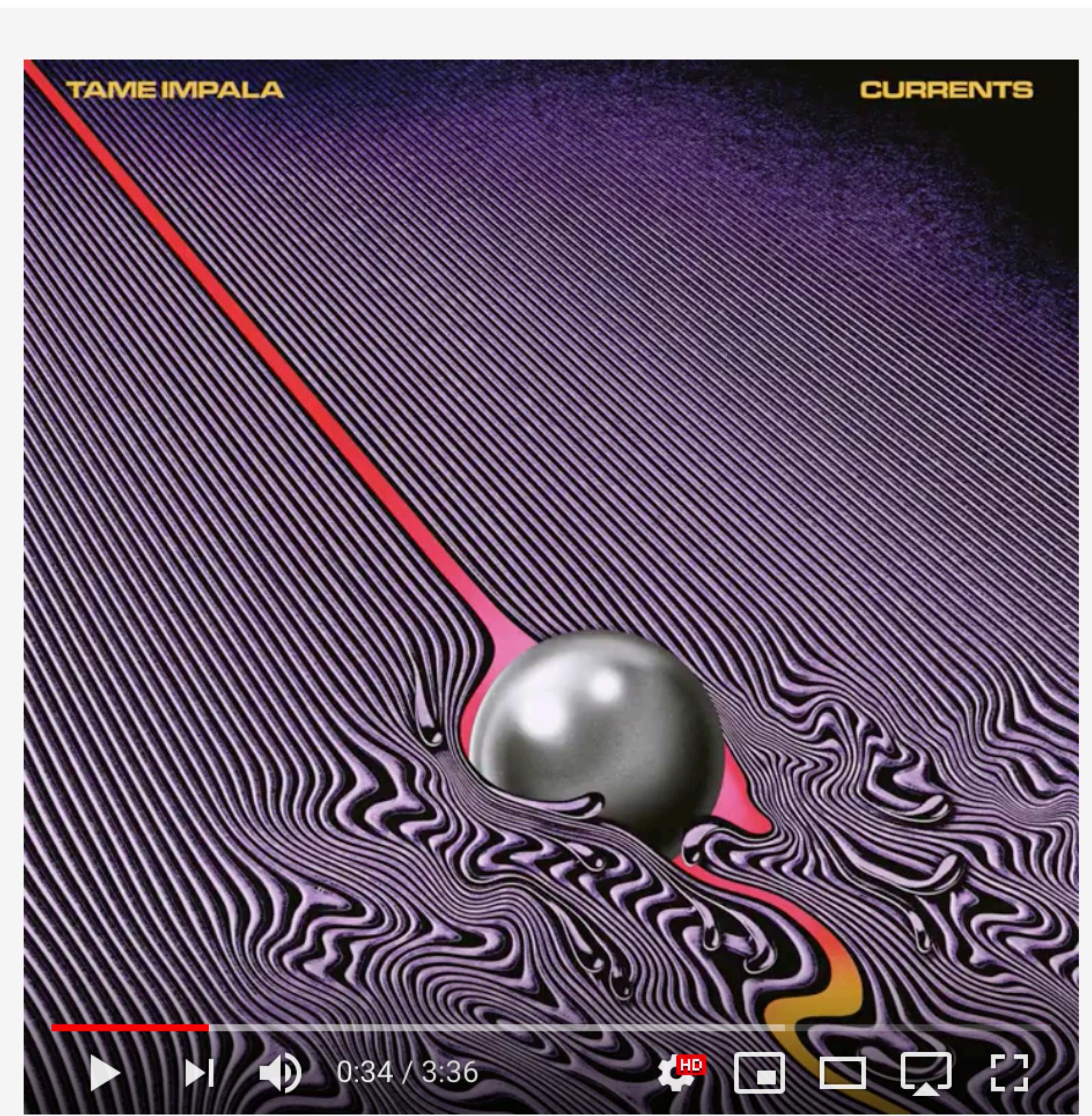
✓ # 41.1	AMD64		</> Node.js: 4	📦 no environment variables set	⌚ 48 sec
✓ # 41.2	AMD64		</> Node.js: 6	📦 no environment variables set	⌚ 49 sec
✓ # 41.3	AMD64		</> Node.js: 8	📦 no environment variables set	⌚ 33 sec
✓ # 41.4	AMD64		</> Node.js: 8	📦 ENABLE_LAMBDAS=1	⌚ 30 sec
✗ # 41.5	AMD64		</> Node.js: 8	📦 REACT_VERSION=0.14.3	⌚ 54 sec
✗ # 41.6	AMD64		</> Node.js: 8	📦 REACT_VERSION=15.6.1	⌚ 56 sec
✓ # 41.7	AMD64		</> Node.js: 8	📦 REACT_VERSION=16.0.0	⌚ 39 sec



not to scale



not to scale



The Less I Know The Better

NAME

mustache - Logic-less templates.

SYNOPSIS

A typical Mustache template:

```
Hello {{name}}
You have just won {{value}} dollars!
{{#in_ca}}
Well, {{taxed_value}} dollars, after taxes.
{{/in_ca}}
```

Given the following hash:

```
{
  "name": "Chris",
  "value": 10000,
  "taxed_value": 10000 - (10000 * 0.4),
  "in_ca": true
}
```

Will produce the following:

```
Hello Chris
You have just won 10000 dollars!
Well, 6000.0 dollars, after taxes.
```

DESCRIPTION

Mustache can be used for HTML, config files, source code - anything. It works by expanding tags in a template using values provided in a hash or object.

mustache / mustache

 Code

 Issues 25

 Pull requests 6

facebook / react

 Code

 Issues 739

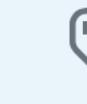
 Pull requests 267

first draft

 master  v1.1.1  v0.1.0

 defunkt committed on Sep 24, 2009

Initial public release

 master  v16.12.0  15.3.2

 zpao committed on May 29, 2013

```
window.module = {}

window.require = function (name) {
  if (name === "loader-utils") {
    return { parseQuery() { return {} } }
  }

  if (name === "react") {
    return /* ... */
  }

  if (name === "schwartzman") {
    return /* ... */
  }
}
```



Anton Verinov

@zemlanin



When doing a test assignment for some startup, I had no time to screw around webpack and static file deployment. So I hacked a server-side bundler as a part of nodejs app
github.com/zemlanin/pigeo...

12:13 AM · Mar 26, 2019 · Twitterrific for iOS



anton.click/rm/bundler

```
// test/rendering.test.js
```

```
const rendered = semver.gte(React.version, "16.0.0")  
? `<div style="color:red">red</div>`  
: `<div style="color:red;">red</div>`
```

```
assert.equal(  
  rendered,  
  ReactDOMServer.renderToStaticMarkup(  
    React.createElement(tmpl, {})  
)  
)
```

 Code

 Issues 7

 Pull requests 4

 Actions

SVG compatibility; preact as peerDependency #1

 Merged

developit merged 8 commits into [developit:master](#) from [zemlanin:master](#)  on Sep 26, 2016

 Conversation 4

 Commits 8

 Checks 0

 Files changed 8



zemlanin commented on Sep 25, 2016

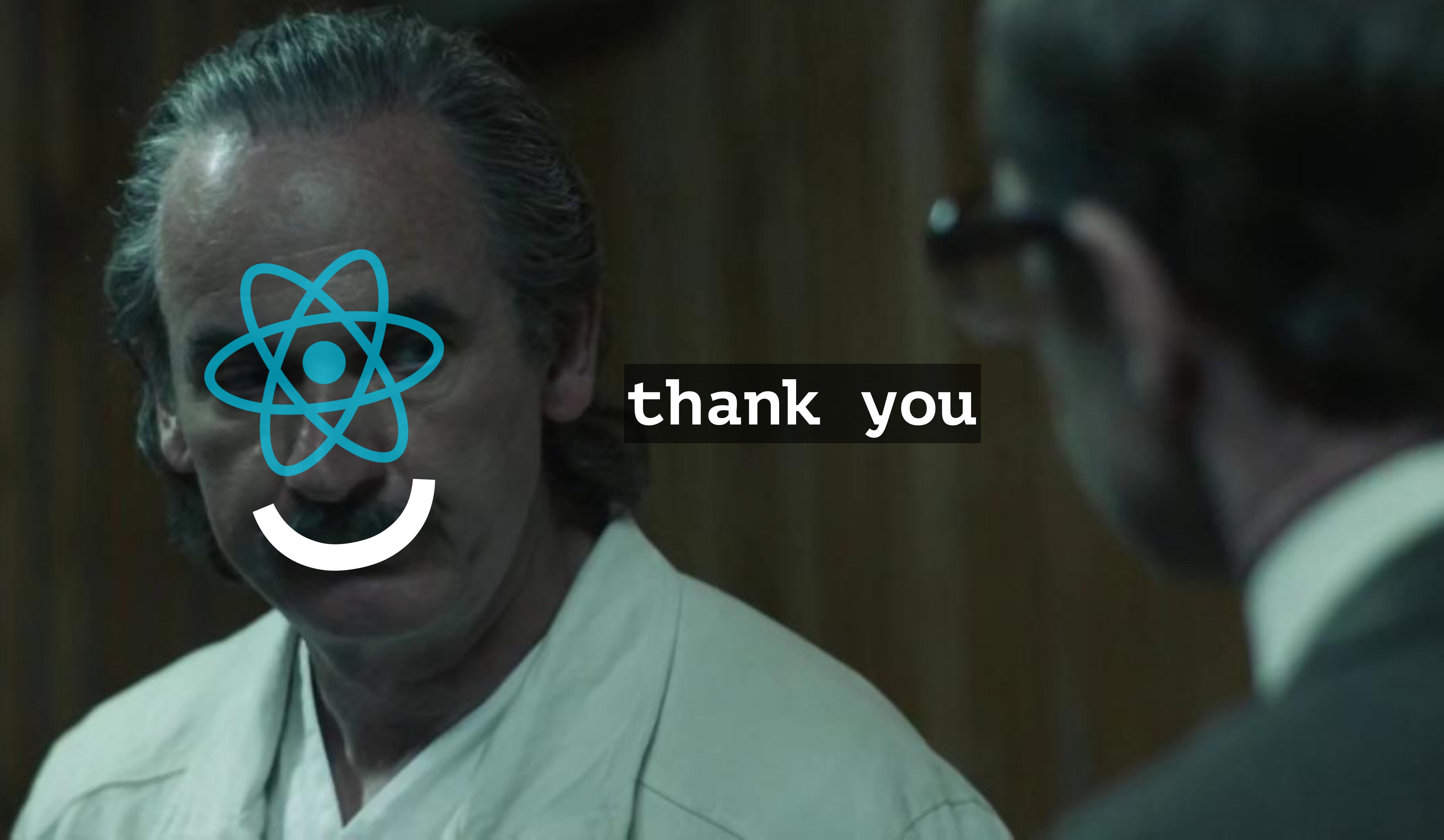
Contributor +  ...

No description provided.

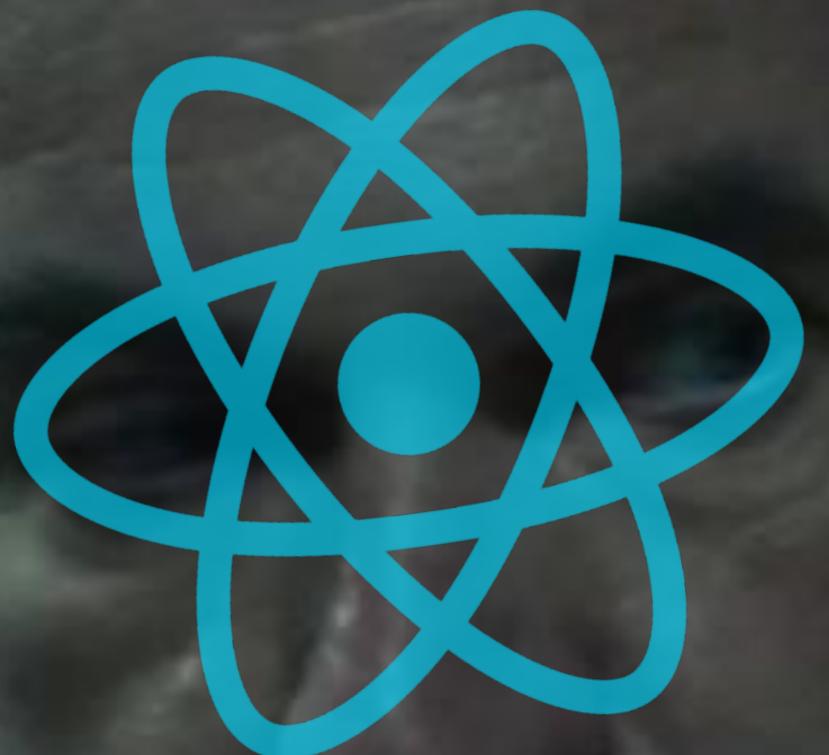


zemlanin added 4 commits on Sep 25, 2016

-  fix transitionEnter test case f375693
-  disable for-in lint ... 704e18a
-  move preact to peerDependency ... bc1e3c8
-  fix svg animation ... 7fc1289



thank you



questions?

@zemlanin

anton.click/rm