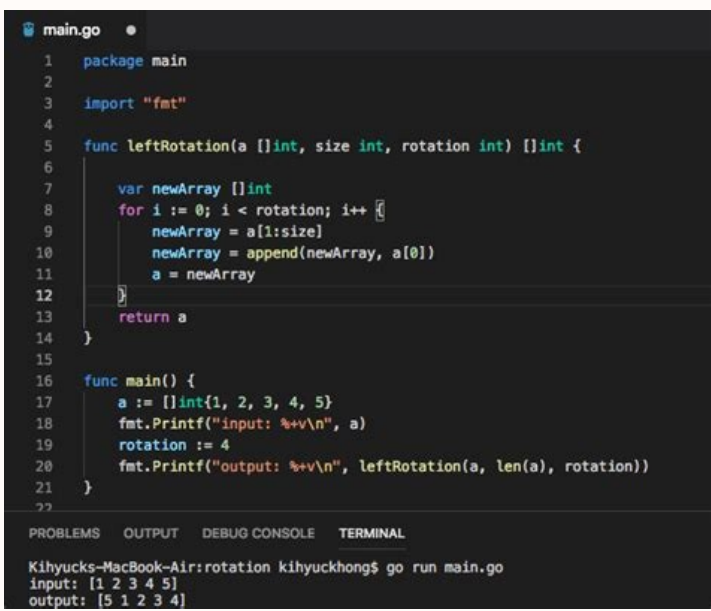
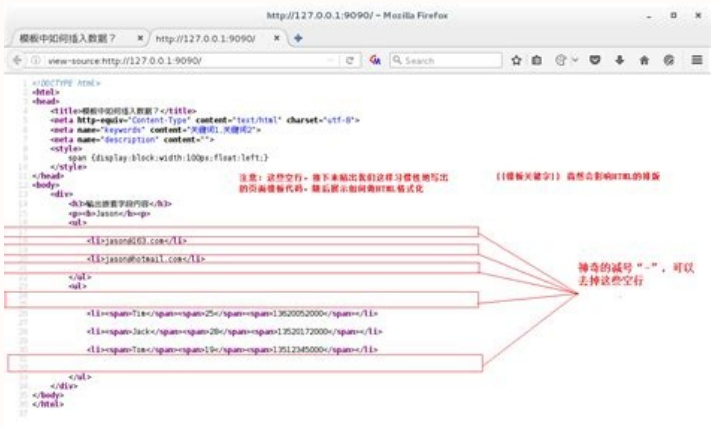
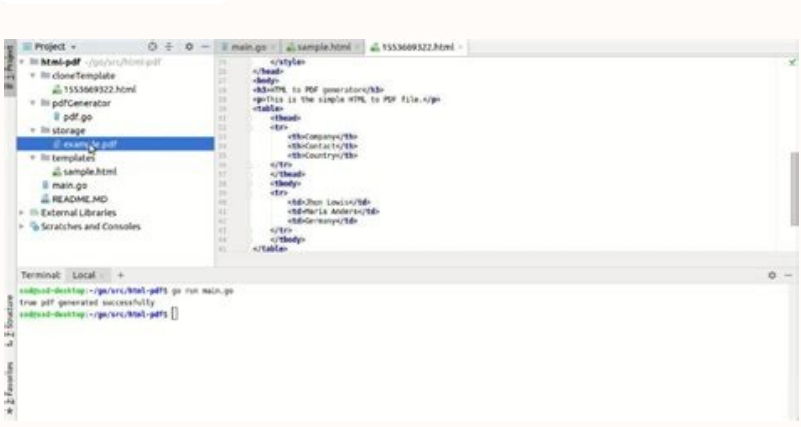


Continue



Branch: master TLDRCO / static / template / header.html

jzng89 First commit

1 contributor

24 lines (23 sloC) | 1.05 KB

```
1 {{define "header"}}
2 <!DOCTYPE html>
3 <html lang="en" dir="ltr">
4 <head>
5 <link rel="stylesheet" href="./css/main.css" >
6 <link rel="stylesheet" href="./css/mainContent.css">
7 <link rel="stylesheet" href='https://fonts.googleapis
8 <link rel="stylesheet" href="https://fonts.googleapis
```

Before we get into this, it's a very good time to have a very quick look at struct, array and slice in Go as these would be used quite a lot here. struct A struct is a collection of fields and is defined with the type and "struct" keywords. An example: Note that the above struct is visible outside the package it is in, as it starts with a capital letter. Variables X and Y start with a capital letter and are also visible outside the package. Struct fields are accessed using a dot. For example: You can initialize values by variable name in any order, as follows: Array In Go, an array is a numbered sequence of elements of a specific length. In the code snippet below, we create an array "arr" that will hold exactly 5 ints. The type of elements and length are both part of the array's type. By default, an array is zero-valued, which for ints means zeros. We can set a value at an index using the "array[index] = value" syntax, and get a value with "array[index]". We can use the following syntax to declare and initialize an array in one line: Slice A slice is a segment of an array. Like arrays, slices are indexable and have a length. Unlike arrays, this length is allowed to change. Here's an example of a slice: The only difference between this and an array is the missing length between the brackets. In this case x has been created with a length of 0. If you want to create a slice you should use the built-in "make" function: This creates a slice that is associated with an underlying int array of length 5. Slices are always associated with some array, and although they can never be longer than the array, they can be smaller: text/template Usage: Most server-side languages have a mechanism for taking predominantly static pages and inserting a dynamically generated component, such as a list of items. Typical examples are scripts in Java Server Pages, PHP scripting and many others. Go has adopted a relatively simple scripting language in the template package. The package is designed to take text as input and output different text, based on transforming the original text using the values of an object. To generate HTML output, we shall soon learn about the package "html/template", which has the same interface as this package but automatically secures HTML output against certain attacks. The original source is called a template and will consist of text that is transmitted unchanged, and embedded commands which can act on and change text. The commands are delimited by "{ { . . } }", similar to the JSP commands "" and PHPs "". A template is applied to a Go object. Fields from that Go object can be inserted into the template, and you can "dig" into the object to find sub-fields, etc. The current object is represented as ". ", so that to insert the value of the current object as a string, you use "{ { . } }". The package uses the "fmt" package by default to work out the string used as inserted values. To insert the value of a field of the current object, you use the field name prefixed by ". ". For example, if the object is of type: then you insert the values of Name by --Thus, templates are a way to merge generic text with more specific text i.e. retain the content that is common in the template and then substitute the specific content as required. The syntax of such definitions is to surround each template declaration with a "define" and "end" action. The define action names the template being created by providing a string constant. Here is a simple example: This defines two templates, T1 and T2, and a third T3 that invokes the other two when it is executed. Finally, it invokes T3. If executed this template will produce the text: In Go, we use the template package and methods like "Parse", "ParseFile", "Execute" to load a template from a string or file and then perform the merge. The content to merge is within a defined type and that has exported fields, i.e. fields within the struct that are used within the template have to start with a capital letter. Let us look at a simple example. Make a new folder and cd to it as follows: In this folder write the program "stud_struct.go" as follows: You can now run the program by typing: The output is: Note: "New" allocates a new template with the given name. "Parse" parses a string into a template. To include the content of a field within a template, enclose it within curly braces and add a dot at the beginning. E.g. if Name is a field within a struct and its value needs to be substituted while merging, then include the text "{ { .Name } }" in the template. Do remember that the field name has to be present and it should also be exported (i.e. it should begin with a capital letter in the type definition), or there could be errors. All text outside "{ { .Name } }" is copied to the output unchanged. We have used the predefined variable "os.Stdout" which refers to the standard output to print out the merged data -- "os.Stdout" implements "io.Writer". "Execute" applies a parsed template to the specified data object, and writes the output to "os.Stdout". Let us look at another example. Make a new folder and cd to it as follows: In this folder write the program "person.go" as follows: You can now run the program by typing: The output is: In the above program, we have "{ { range .Emails } }". With "range" the current object ". " is set to the successive elements of the array or slice Emails. Variables The template package allows you to define and use variables. In the above example, how would we print each person's email address prefixed by their name? Let's modify the above program. In the code snippet: We cannot access the "Name" field as ". " is now traversing the array elements and the "Name" is outside of this scope. The solution is to save the value of the "Name" field in a variable that can be accessed anywhere in its scope. Variables in templates are prefixed by \$. So we write: The modified program, named "new_person.go" is: You can now run the program by typing: The output is: The Go template package is useful for certain kinds of text transformation. It does not have the power of, say, regular expressions, but is faster and in many cases will be easier to use than regular expressions. html/template Usage: Package template "html/template" implements data-driven templates for generating HTML output safe against code injection. It provides the same interface as package "text/template" and should be used instead of "text/template" whenever the output is HTML. Modify dosasite.go to use templates: In an earlier article "Static Sites with Go" we had written a program "dosasite.go" where, in the program, all requests are being handled by our file server. Let's make a slight adjustment so that it only handles request paths that begin with the pattern "/public/" instead. The function StripPrefix returns a handler that serves HTTP requests by removing the given prefix from the request URL's "Path" and invoking the handler "fs". "StripPrefix" handles a request for a path that doesn't begin with the prefix by replying with an HTTP 404 not found error. Now you can run program with the go tool: Now open in your browser. You should see the HTML page we have made. Next, create a "templates" folder as shown below, containing a "layout.html" file with shared markup, and an "indexnew.html" file with some page-specific content. Go templates, as discussed before, are essentially just named text blocks surrounded by "{ { define } }" and "{ { end } }" tags. Templates can be embedded into each other, as we do above where the layout template embeds both the "title" and "body" templates. The modified "dosasite.go" program is: In the above program, we've added the "html/template" and "path" packages to the "import" statement. We've then specified that all the requests not picked-up by the static file server should be handled with a new "ServeTemplate" function. In the "ServeTemplate" function, we build paths to the layout file and the template file corresponding with the request. Rather than manual concatenation we use Join, which has the advantage of cleaning the path to help prevent directory traversal attacks. We then use the ParseFiles function to bundle the requested template and layout into a template set. Finally, we use the ExecuteTemplate function to render a named template in the set, in our case the layout template. Our code also has some error handling: Send a 404 response if the requested template does not exist. Send a 404 response if the requested template path is a directory. Send and print a 500 response if the "template.ParseFiles" function throws an error. Special thanks to Alex Edwards whose article has been adapted for this topic. Mark Bates has a free video on Go Templates: You may be interested in knowing about Go's Web Forms and App Engine's datastore. Instantly share code, notes, and snippets. You can't perform that action at this time. You signed in with another tab or window. Reload to refresh your session. You signed out in another tab or window. Reload to refresh your session. Gopmplate uses the syntax understood by the Go language's text/template package. This page documents some of that syntax, but see the language docs for full details. The basics Templates are just regular text, with special actions delimited by "{ { and } }" markers. Consider the following template: Hello, {{ print "World" }}! If you render this template, it will produce the following output: Hello, World! This is obviously a contrived example, and you would likely never see this in real life, but this conveys the basics, which is that actions are delimited by "{ { and } }", and are replaced with their output (if any) when the template is rendered. Multi-line templates By default, every line containing an action will render a newline. For example, the action block below: {{ range slice "Foo" "bar" "baz" }} Hello, {{ . }}! {{ end }} will produce the output below: Hello, Foo! Hello, bar! Hello, baz! This might not be desirable. You can use Golang template syntax to fix this. Leading newlines (i.e. newlines that come before the action) can be suppressed by placing a minus sign in front of the first set of delimiters ({{). Putting the minus sign behind the trailing set of delimiters (}}) will suppress the newline after the action. You can do both to suppress newlines entirely on that line. Placing the minus sign within the context (i.e. inside of {{}}) has no effect. Here are a few examples. Suppressing leading newlines {{- range slice "Foo" "bar" "baz" }} Hello, {{ . }}! {{- end }} will produce this: Hello, Foo! Hello, bar! Hello, baz! Suppressing trailing newlines This code: {{ range slice "Foo" "bar" "baz" }} Hello, {{ . }}! {{ end -}} yields this: Hello, Foo! Hello, bar! Hello, baz! Suppressing newlines altogether This code: {{- range slice "Foo" "bar" "baz" }} Hello, {{ . }}! {{- end -}} Produces: Hello, Foo! Hello, bar! Hello, baz! Variables The result of an action can be assigned to a variable, which is denoted by a leading \$ character, followed by an alphanumeric string. For example: {{ \$w := "world" }} Hello, {{ print \$w }}! Goodbye, {{ print \$w }}. This will render as: Hello, world! Goodbye, world. Variables are declared with :=, and can be redefined with := (\$w := "hello") ({ \$w := "goodbye" }) Variable scope A variable's scope extends to the end of the control structure (if, with, or range) in which it is declared, or to the end of the template if there is no such control structure. In other words, if a variable is initialized inside an if or else block, it cannot be referenced outside that block. This template will error with undefined variable "\$w" since \$w is only declared within if/else blocks: {{ if 1 }} {{ \$w := "world" }} {{ else }} {{ \$w := "earth" }} {{ end }} Hello, {{ print \$w }}! Goodbye, {{ print \$w }}. One way to approach this is to declare the variable first to an empty value: {{ \$w := "" }} {{ if 1 }} {{ \$w = "world" }} {{ else }} {{ \$w = "earth" }} {{ end -}} Hello, {{ print \$w }}! Goodbye, {{ print \$w }}. Indexing arrays and maps Occasionally, multi-dimensional data such as arrays (lists, slices) and maps (dictionaries) are used in templates, sometimes through the use of data sources. Accessing values within these data can be done in a few ways which bear clarifying. Arrays Arrays are always numerically-indexed, and individual values can be accessed with the index function: {{ index \$array 0 }} To visit each value, you can loop through an array with range: {{ range \$array 0 }} do something with {{ . }}... {{ end }} If you need to keep track of the index number, you can declare two variables, separated by a comma: {{ range \$index \$element := \$array 0 }} do something with {{ \$element }} {{ end }} Maps For maps, accessing values can be done with the . operator. Given a map \$map with a key foo, you could access it like: {{ \$map.foo }} However, this kind of access is limited to keys which are strings and contain only characters in the set (a-zA-Z_0-9), and which do not begin with a number. If the key doesn't conform to these rules, you can use the index function (like how arrays are accessed): {{ index \$map "foo-bar" }} And, similar to arrays, you can loop through a map with the range: {{ range \$map }} The value is {{ . }} {{ end }} Or if you need keys as well: {{ range \$key \$value := \$map }} {{ \$key }}'s value is: {{ \$value }} {{ end }} Functions Almost all of gopmplate's utility is provided as functions. These are key words (like print in the previous examples) that perform some action. For example, the base64.Encode function will encode some input string as a base-64 string: The word is {{ base64.Encode "swordfish" }} renders as: The word is c3dvcmRmaXNo Go's text/template language provides a number of built-in functions, operators, and actions that can be used in templates. Here is a list of the built-in functions, but see the documentation for full details: and, or, not: Returns boolean AND/OR/NOT of the arguments(). call: Returns the result of calling a function argument. tmpl, js, urlquery: Safely escapes input for inclusion in HTML, JavaScript, and URL query strings. index: Returns the referenced element of an array or map. See also Arrays and Maps. len: Returns the length of the argument. print, printf, println: Aliases for Go's fmt.Print, fmt.Printf, and fmt.Println functions. See the format documentation for details on printf's format syntax. And the following comparison operators are also supported: eq: Equal (==) ne: Not-equal (!=) lt: Less than (<) le: Less than or equal (<=) There are also a few other actions, which are used for control flow and other purposes. See the documentation for details on these: if/else/else if: Conditional control flow. with/else: Conditional execution with assignment. range: Looping control flow. See discussion in the Arrays and Maps sections. break: The innermost range loop is ended early, stopping the current iteration and bypassing all remaining iterations. continue: The current iteration of the innermost range loop is stopped, and the loop starts the next iteration. template: Include the output of a named template. See the Nested templates section for more details. and the tmpl namespace for more flexible versions of template. define: Define a named nested template. See the Nested templates section for more details. block: Shorthand for define followed immediately by template. See also gopmplate's functions, defined to the left. The Context Go templates are always executed with a context. You can reference with the . (period) character, and you can set the context in a block with the with action. Like so: \$ gopmplate -i '{{ with "foo" }}' The context is {{ . }}{{ end }} The context is foo Templates rendered by gopmplate always have a default context. You can populate the default context from data sources with the -context/c flag. The special context item .Env is available for referencing the system's environment variables. Note: The initial context (.) is always available as the variable \$, so the initial context is always available, even when shadowed with range or with blocks: \$ echo '{{ bar" "baz" }}' | gopmplate -c :=stdin://in.json -i 'context is: {{ . }}' {{ with "foo" }} now context is {{ . }} but the original context is still {{ \$ }}' {{ end }}' context is: map[bar:baz] now context is foo but the original context is still map[bar:baz] Nested templates Complete supports nested templates, using Go's template action. These can be defined in-line with the define action, or external data can be used with the -template/t flag. Note that nested templates do not have access to gopmplate's default context (though it can be explicitly provided to the template action). In-line templates To define a nested template in-line, you can use the define action. {{ define "T1" -}} Hello {{ . }}! {{- end -}} {{ template "T1" "World" }} {{ template "T1" }} {{ template "T1" -everybody" }} This renders as: Hello World! Hello! Hello everybody! External templates To define a nested template from an external source such as a file, use the -template/t flag. hello.t: Hello {{ . }}! \$ gopmplate -t hello.t -i '{{ template "hello" "World" }}' {{ template "hello" .Env.USER }}' Hello World! Hello hairyhenderson! .Env You can easily access environment variables with .Env, but there's a catch: if you try to reference an environment variable that doesn't exist, parsing will fail and gopmplate will exit with an error condition. For example: \$ gopmplate -i 'the user is {{ .Env.USER }}' the user is hairyhenderson \$ gopmplate -i 'this will fail: {{ .Env.BOGUS }}' this will fail: template: :1:23: executing "" at : map has no entry for key "BOGUS" Sometimes, this behaviour is desired; if the output is unusable without certain strings, this is a sure way to know that variables are missing! If you want different behaviour, try getenv. © 2022 Released under the MIT license - Documentation built with Hugo using the Material theme.

The template package html/template is powerful; this program just touches on its capabilities. In essence, it rewrites a piece of HTML text on the fly by substituting elements derived from data items passed to templ.Execute, in this case the form value. Within the template text (templateStr), double-brace-delimited pieces denote template actions. results matching "" No results matching "" Consul Template. This project provides a convenient way to populate values from Consul into the file system using the consul-template daemon. The daemon consul-template queries a Consul, Vault, or Nomad cluster and updates any number of specified templates on the file system. As an added bonus, it can optionally run arbitrary commands when the update process completes. Kita akan buat sebuah aplikasi RESTful web service sederhana, isinya dua buah endpoint /index dan /login. Berikut merupakan spesifikasi aplikasinya: Pengaksesan /index memerlukan token JWT. Token didapat dari proses autentikasi ke endpoint /login dengan menyisipkan username dan ... 02.08.2022 - Compile parses a regular expression and returns, if successful, a Regexp object that can be used to match against text. When matching against text, the regexp returns a match that begins as early as possible in the input (leftmost), and among those it chooses the one that a backtracking search would have found first. 01.07.2014 - Gin is a HTTP web framework written in Go (Golang). It features a Martini-like API with much better performance -- up to 40 times faster. If you need smashing performance, get yourself some Gin. - GitHub - gin-gonic/gin: Gin is a HTTP web framework written in Go (Golang). It features a Martini-like API with much better performance -- up to 40 times faster. template 包是数据驱动的文本输出模板，其实就是把写好的模板中填充数据。 {{ (和) 中间的符号，代表传入模板的数据，根据传入的数据不同渲染不同的内容。 可以代表 go 语言中的任何类型，如结构体，哈希等。 action 求值的结果会直接复制到模板中，控制结构... 20.08.2020 - 前面的html文件中使用了一个template的语法{{.}}。这部分是需要通过go的template引擎进行解析，然后替换成对应的内容。 在go程序中，handler函数中使用template.ParseFiles("test.html")，它会自动创建一个模板(关联到变量t上)，并解析一个或多个文本文件(仅仅只是html文件)。解析之后就就可以使用Execute(w,"hello world"... 04.05.2022 - Go http. In Go, we use the http package to create GET and POST requests. The package provides HTTP client and server implementations. Go http types. A client sends a request to a server to receive a resource. 标准库的 html 目录下还有 template，html 的模板渲染工具，通过与 net/http 相结合，再加上一个数据库 orm 包，简单的 web 开发就可以开始了。 ... golang中Image包用法 golang 中 image/draw 包用法 Golang 绘图技术. index. ... golang net 包学习笔记 Go 官方 RPC 开发指南 Go 爬虫必备 ...

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