
Subject: Re: Htmls / HtamlTag class and table generation

Posted by [dolik.rce](#) on Sun, 18 Dec 2011 20:54:00 GMT

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Hi Luigi,

Something like this?

```
#include <Web/Web.h>
```

```
CONSOLE_APP_MAIN{
    Htmls html;
    html << HtmlTable().Width(200) / (
        HtmlRow() / (
            HtmlTag("th") / "column 1"
            + HtmlTag("th") / "column 2"
        ) +
        HtmlRow() / (
            HtmlCell() / HtmlLink("http://ultimatepp.org") / "A1"
            + HtmlCell() / "A2"
        ) +
        HtmlRow() / (
            HtmlCell() / "B1"
            + HtmlCell() / Htmls("<i>some</i> <b>html</b> blob")
        )
    );
    DUMP(html);
}
```

It seems messy, but when all the operation are performed in cycles and functions it is not that bad
The rule of thumb is that '+' adds tag on the same level and '/' places tag inside.

Best regards,
Honza
