
Subject: Htmls / HtmlTag class and table generation
Posted by [forlano](#) on Sun, 18 Dec 2011 18:59:27 GMT
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Hello,

the Web package may simplify my life with Htmls/HtmlTag while I generate my html output. How to use them ? I looked for an example in the forum but unfortunately no result.
I need a very basic example to generate a html page containing a 2x2 table with header and a link in one cell to start to play with.

Thanks a lot,
Luigi

Subject: Re: Htmls / HtmlTag 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

Subject: Re: Htmls / HtmITag class and table generation

Posted by [forlano](#) on Mon, 19 Dec 2011 14:00:06 GMT

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dolik.rce wrote on Sun, 18 December 2011 21:54

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

Hi Honza!

Thanks a lot, it is what I was looking for.

It is a bit messy but seems not so complicated and better looking that write "<TD>..." everywhere.

I vote to include the previous code snippet in the reference assembly. It's a pity to let it disappear in the forum.

Best wishes,

Luigi

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

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

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN{
```

```
    Htmls html;
```

```
    html << HtmlTable().Width(200).Border(1) / (
```

```
        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")
```

```
        )
```

```
    );
```

```
    SaveFile("page.html", html);
```

```
}
```

Subject: Re: Htmls / HtamlTag class and table generation

Posted by [mirek](#) on Tue, 20 Dec 2011 09:23:38 GMT

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FYI: I am afraid that this Htmls stuff becomes deprecated. It is not bad idea, but I guess for real-world web development, you need to have something that html designer understands. That is why we are going to templates...

OTOH, perhaps some nice table generalisation, which would possibly include QTF outputs as well, would be nice.

Subject: Re: Htmls / HtamlTag class and table generation

Posted by [forlano](#) on Tue, 20 Dec 2011 11:28:38 GMT

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mirek wrote on Tue, 20 December 2011 10:23FYI: I am afraid that this Htmls stuff becomes deprecated. It is not bad idea, but I guess for real-world web development, you need to have something that html designer understands. That is why we are going to templates...

OTOH, perhaps some nice table generalisation, which would possibly include QTF outputs as well, would be nice.

At moment I need to generate the HTML equivalent of several QTF document already prepared (I used a class made by mdelfede that is rather handy). This document consist of a table that will be included in other pages dressed with CSS. I do not need sofisticated html and Web package seems ok to write a clean generation.

I agree that for real web development a generalized table class able to output/export qtf and html as well (pdf?) would be fantastic.

Luigi