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# Stencil Documentation

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Stencil is a simple and powerful template language for Swift. It provides a syntax similar to Django and Mustache. If you're familiar with these, you will feel right at home with Stencil.

```
There are {{ articles.count }} articles.
```

```
<ul>
  {% for article in articles %}
    <li>{{ article.title }} by {{ article.author }}</li>
  {% endfor %}
</ul>
```

```
import Stencil

struct Article {
  let title: String
  let author: String
}

let context = [
  "articles": [
    Article(title: "Migrating from OCUnit to XCTest", author: "Kyle Fuller"),
    Article(title: "Memory Management with ARC", author: "Kyle Fuller"),
  ]
]

let environment = Environment(loader: FileSystemLoader(paths: ["templates/"]))
let rendered = try environment.renderTemplate(name: "articles.html", context: context)

print(rendered)
```



## 1.1 For Template Writers

Resources for Stencil template authors to write Stencil templates.

### 1.1.1 Language overview

- `{{ ... }}` for variables to print to the template output
- `{% ... %}` for tags
- `{# ... #}` for comments not included in the template output

#### Variables

A variable can be defined in your template using the following:

```
{{ variable }}
```

Stencil will look up the variable inside the current variable context and evaluate it. When a variable contains a dot, it will try doing the following lookup:

- Context lookup
- Dictionary lookup
- Array and string lookup (first, last, count, by index)
- Key value coding lookup
- `@dynamicMemberLookup` when conforming to our *DynamicMemberLookup* marker protocol
- Type introspection (via `Mirror`)

For example, if *people* was an array:

```
There are {{ people.count }} people. {{ people.first }} is the first
person, followed by {{ people.1 }}.
```

You can also use the subscript operator for indirect evaluation. The expression between brackets will be evaluated first, before the actual lookup will happen.

For example, if you have the following context:

```
[
  "item": [
    "name": "John"
  ],
  "key": "name"
]
```

The result of `{{ item[key] }}` will be the same as `{{ item.name }}`. It will first   
→ evaluate the result of `{{ key }}`, and only then evaluate the lookup expression.

You can use the *LazyValueWrapper* type to have values in your context that will be lazily evaluated. The provided value will only be evaluated when it's first accessed in your template, and will be cached afterwards. For example:

```
[
  "magic": LazyValueWrapper(myHeavyCalculations())
]
```

## Boolean expressions

Boolean expressions can be rendered using `{{ ... }}` tag. For example, this will output string *true* if variable is equal to 1 and *false* otherwise:

```
{{ variable == 1 }}
```

## Filters

Filters allow you to transform the values of variables. For example, they look like:

```
{{ variable|uppercase }}
```

See *all builtin filters*.

## Tags

Tags are a mechanism to execute a piece of code, allowing you to have control flow within your template.

```
{% if variable %}
  {{ variable }} was found.
{% endif %}
```

A tag can also affect the context and define variables as follows:

```
{% for item in items %}
  {{ item }}
{% endfor %}
```



Stencil includes a set of built-in tags which are listed below. You can also extend Stencil by providing your own tags. See *all builtin tags*.

## Comments

To comment out part of your template, you can use the following syntax:

```
{# My comment is completely hidden #}
```

## Whitespace Control

Stencil supports the same syntax as Jinja for whitespace control, see [their docs for more information](#).

Essentially, Stencil will **not** trim whitespace by default. However you can:

- Control how this is handled for the whole template by setting the trim behaviour. We provide a few pre-made combinations such as *nothing* (default), *smart* and *all*. More granular combinations are possible.
- You can disable this per-block using the + control character. For example `{{+ if... }}` to preserve whitespace before.
- You can force trimming per-block by using the - control character. For example `{{ if... -}}` to trim whitespace after.

## Template inheritance

Template inheritance allows the common components surrounding individual pages to be shared across other templates. You can define blocks which can be overridden in any child template.

Let's take a look at an example. Here is our base template (`base.html`):

```
<html>
  <head>
    <title>{% block title %}Example{% endblock %}</title>
  </head>

  <body>
    <aside>
      {% block sidebar %}
        <ul>
          <li><a href="/">Home</a></li>
          <li><a href="/notes/">Notes</a></li>
        </ul>
      {% endblock %}
    </aside>

    <section>
      {% block content %}{% endblock %}
    </section>
  </body>
</html>
```

This example declares three blocks, `title`, `sidebar` and `content`. We can use the `{% extends %}` template tag to inherit from our base template and then use `{% block %}` to override any blocks from our base template.

A child template might look like the following:

```
{% extends "base.html" %}

{% block title %}Notes{% endblock %}

{% block content %}
  {% for note in notes %}
    <h2>{{ note }}</h2>
  {% endfor %}
{% endblock %}
```

---

**Note:** You can use “`{{ block.super }}`” inside a block to render the contents of the parent block inline.

---

Since our child template doesn’t declare a sidebar block. The original sidebar from our base template will be used. Depending on the content of `notes` our template might be rendered like the following:

```
<html>
  <head>
    <title>Notes</title>
  </head>

  <body>
    <aside>
      <ul>
        <li><a href="/">Home</a></li>
        <li><a href="/notes/">Notes</a></li>
      </ul>
    </aside>

    <section>
      <h2>Pick up food</h2>
      <h2>Do laundry</h2>
    </section>
  </body>
</html>
```

You can use as many levels of inheritance as needed. One common way of using inheritance is the following three-level approach:

- Create a `base.html` template that holds the main look-and-feel of your site.
- Create a `base_SECTIONNAME.html` template for each “section” of your site. For example, `base_news.html`, `base_news.html`. These templates all extend `base.html` and include section-specific styles/design.
- Create individual templates for each type of page, such as a news article or blog entry. These templates extend the appropriate section template.

You can render block’s content more than once by using `{{ block.name }}` **after** a block is defined.

## 1.1.2 Built-in template tags and filters

### Built-in Tags

## for

A for loop allows you to iterate over an array found by variable lookup.

```
<ul>
  {% for user in users %}
    <li>{{ user }}</li>
  {% endfor %}
</ul>
```

The for tag can iterate over dictionaries.

```
<ul>
  {% for key, value in dict %}
    <li>{{ key }}: {{ value }}</li>
  {% endfor %}
</ul>
```

It can also iterate over ranges, tuple elements, structs' and classes' stored properties (using `Mirror`).

You can iterate over range literals created using `N .. M` syntax, both in ascending and descending order:

```
<ul>
  {% for i in 1...array.count %}
    <li>{{ i }}</li>
  {% endfor %}
</ul>
```

The for tag can contain optional where expression to filter out elements on which this expression evaluates to false.

```
<ul>
  {% for user in users where user.name != "Kyle" %}
    <li>{{ user }}</li>
  {% endfor %}
</ul>
```

The for tag can take an optional `{% empty %}` block that will be displayed if the given list is empty or could not be found.

```
<ul>
  {% for user in users %}
    <li>{{ user }}</li>
  {% empty %}
    <li>There are no users.</li>
  {% endfor %}
</ul>
```

The for block sets a few variables available within the loop:

- `first` - True if this is the first time through the loop
- `last` - True if this is the last time through the loop
- `counter` - The current iteration of the loop (1 indexed)
- `counter0` - The current iteration of the loop (0 indexed)
- `length` - The total length of the loop

For example:

```
{% for user in users %}
  {% if forloop.first %}
    This is the first user.
  {% endif %}
{% endfor %}
```

```
{% for user in users %}
  This is user number {{ forloop.counter }} user.
{% endfor %}
```

The `for` tag accepts an optional label, so that it may later be referred to by name. The contexts of parent labeled loops can be accessed via the `forloop` property:

```
{% outer: for item in users %}
  {% for item in 1..3 %}
    {% if forloop.outer.first %}
      This is the first user.
    {% endif %}
  {% endfor %}
{% endfor %}
```

## **break**

The `break` tag lets you jump out of a `for` loop, for example if a certain condition is met:

```
{% for user in users %}
  {% if user.inaccessible %}
    {% break %}
  {% endif %}
  This is user {{ user.name }}.
{% endfor %}
```

Break tags accept an optional label parameter, so that you may break out of multiple loops:

```
{% outer: for user in users %}
  {% for address in user.addresses %}
    {% if address.isInvalid %}
      {% break outer %}
    {% endif %}
  {% endfor %}
{% endfor %}
```

## **continue**

The `continue` tag lets you skip the rest of the blocks in a loop, for example if a certain condition is met:

```
{% for user in users %}
  {% if user.inaccessible %}
    {% continue %}
  {% endif %}
  This is user {{ user.name }}.
{% endfor %}
```

Continue tags accept an optional label parameter, so that you may skip the execution of multiple loops:

```
{% outer: for user in users %}
  {% for address in user.addresses %}
    {% if address.isInvalid %}
      {% continue outer %}
    {% endif %}
  {% endfor %}
{% endfor %}
```

## if

The `{% if %}` tag evaluates a variable, and if that variable evaluates to true the contents of the block are processed. Being true is defined as:

- Present in the context
- Being non-empty (dictionaries or arrays)
- Not being a false boolean value
- Not being a numerical value of 0 or below
- Not being an empty string

```
{% if admin %}
  The user is an administrator.
{% elif user %}
  A user is logged in.
{% else %}
  No user was found.
{% endif %}
```

## Operators

if tags may combine and, or and not to test multiple variables or to negate a variable.

```
{% if one and two %}
  Both one and two evaluate to true.
{% endif %}

{% if not one %}
  One evaluates to false
{% endif %}

{% if one or two %}
  Either one or two evaluates to true.
{% endif %}

{% if not one or two %}
  One does not evaluate to false or two evaluates to true.
{% endif %}
```

You may use and, or and not multiple times together. not has highest precedence followed by and. For example:

```
{% if one or two and three %}
```

Will be treated as:

```
one or (two and three)
```

You can use parentheses to change operator precedence. For example:

```
{% if (one or two) and three %}
```

Will be treated as:

```
(one or two) and three
```

### **== operator**

```
{% if value == other_value %}  
    value is equal to other_value  
{% endif %}
```

---

**Note:** The equality operator only supports numerical, string and boolean types.

---

### **!= operator**

```
{% if value != other_value %}  
    value is not equal to other_value  
{% endif %}
```

---

**Note:** The inequality operator only supports numerical, string and boolean types.

---

### **< operator**

```
{% if value < other_value %}  
    value is less than other_value  
{% endif %}
```

---

**Note:** The less than operator only supports numerical types.

---

### **<= operator**

```
{% if value <= other_value %}  
    value is less than or equal to other_value  
{% endif %}
```

---

**Note:** The less than equal operator only supports numerical types.

---

## > operator

```
{% if value > other_value %}
    value is more than other_value
{% endif %}
```

**Note:** The more than operator only supports numerical types.

## >= operator

```
{% if value >= other_value %}
    value is more than or equal to other_value
{% endif %}
```

**Note:** The more than equal operator only supports numerical types.

## ifnot

**Note:** {% ifnot %} is deprecated. You should use {% if not %}.

```
{% ifnot variable %}
    The variable was NOT found in the current context.
{% else %}
    The variable was found.
{% endif %}
```

## now

## filter

Filters the contents of the block.

```
{% filter lowercase %}
    This Text Will Be Lowercased.
{% endfilter %}
```

You can chain multiple filters with a pipe (|).

```
{% filter lowercase|capitalize %}
    This Text Will First Be Lowercased, Then The First Character Will BE
    Capitalised.
{% endfilter %}
```

### include

You can include another template using the *include* tag.

```
{% include "comment.html" %}
```

By default the included file gets passed the current context. You can pass a sub context by using an optional 2nd parameter as a lookup in the current context.

```
{% include "comment.html" comment %}
```

The *include* tag requires you to provide a loader which will be used to lookup the template.

```
let environment = Environment(bundle: [Bundle.main])
let template = environment.loadTemplate(name: "index.html")
```

### extends

Extends the template from a parent template.

```
{% extends "base.html" %}
```

See *Template inheritance* for more information.

### block

Defines a block that can be overridden by child templates. See *Template inheritance* for more information.

## Built-in Filters

### capitalize

The capitalize filter allows you to capitalize a string. For example, *stencil* to *Stencil*. Can be applied to array of strings to change each string.

```
{{ "stencil"|capitalize }}
```

### uppercase

The uppercase filter allows you to transform a string to uppercase. For example, *Stencil* to *STENCIL*. Can be applied to array of strings to change each string.

```
{{ "Stencil"|uppercase }}
```

### lowercase

The uppercase filter allows you to transform a string to lowercase. For example, *Stencil* to *stencil*. Can be applied to array of strings to change each string.



```
{{ "Stencil"|lowercase }}
```

### default

If a variable not present in the context, use given default. Otherwise, use the value of the variable. For example:

```
Hello {{ name|default:"World" }}
```

### join

Join an array of items.

```
{{ value|join:", " }}
```

**Note:** The value MUST be an array. Default argument value is empty string.

### split

Split string into substrings by separator.

```
{{ value|split:", " }}
```

**Note:** The value MUST be a String. Default argument value is a single-space string.

### indent

Indents lines of rendered value or block.

```
{{ value|indent:2, " ",true }}
```

Filter accepts several arguments:

- indentation width: number of indentation characters to indent lines with. Default is 4.
- indentation character: character to be used for indentation. Default is a space.
- indent first line: whether first line of output should be indented or not. Default is `false`.

### filter

Applies the filter with the name provided as an argument to the current expression.

```
{{ string|filter:myfilter }}
```

This expression will resolve the `myfilter` variable, find a filter named the same as resolved value, and will apply it to the `string` variable. I.e. if `myfilter` variable resolves to string `uppercase` this expression will apply file `uppercase` to `string` variable.

## 1.2 For Developers

Resources to help you integrate Stencil into a Swift project.

### 1.2.1 Installation

#### Swift Package Manager

If you're using the Swift Package Manager, you can add Stencil to your dependencies inside `Package.swift`.

```
import PackageDescription

let package = Package(
    name: "MyApplication",
    dependencies: [
        .package(url: "https://github.com/stencilproject/Stencil.git", from: "0.15.1"),
    ]
)
```

#### CocoaPods

If you're using CocoaPods, you can add Stencil to your Podfile and then run `pod install`.

```
pod 'Stencil', '~> 0.15.1'
```

#### Carthage

---

**Note:** Use at your own risk. We don't offer support for Carthage and instead recommend you use Swift Package Manager.

---

- 1) Add Stencil to your Cartfile:

```
github "stencilproject/Stencil" ~> 0.15.1
```

- 2) Checkout your dependencies, generate the Stencil Xcode project, and then use Carthage to build Stencil:

```
$ carthage update
$ (cd Carthage/Checkouts/Stencil && swift package generate-xcodeproj)
$ carthage build
```

- 3) Follow the Carthage steps to add the built frameworks to your project.

To learn more about this approach see [Using Swift Package Manager with Carthage](#).

### 1.2.2 Getting Started

The easiest way to render a template using Stencil is to create a template and call `render` on it providing a context.

```
let template = Template(templateString: "Hello {{ name }}")
try template.render(["name": "kyle"])
```

For more advanced uses, you would normally create an `Environment` and call the `renderTemplate` convenience method.

```
let environment = Environment()

let context = ["name": "kyle"]
try environment.renderTemplate(string: "Hello {{ name }}", context: context)
```

## Template Loaders

A template loader allows you to load files from disk or elsewhere. Using a `FileSystemLoader` we can easily render a template from disk.

For example, to render a template called `index.html` inside the `templates/` directory we can use the following:

```
let fsLoader = FileSystemLoader(paths: ["templates/"])
let environment = Environment(loader: fsLoader)

let context = ["name": "kyle"]
try environment.renderTemplate(name: "index.html", context: context)
```

### 1.2.3 Template API

This document describes Stencils Swift API, and not the Swift template language.

#### Contents

- *Template API*
  - *Environment*
  - *Loader*
  - *Context*

## Environment

An environment contains shared configuration such as custom filters and tags along with template loaders.

```
let environment = Environment()
```

You can optionally provide a loader or extensions when creating an environment:

```
let environment = Environment(loader: ..., extensions: [...])
```

## Rendering a Template

`Environment` provides convenience methods to render a template either from a string or a template loader.

```
let template = "Hello {{ name }}"
let context = ["name": "Kyle"]
let rendered = environment.renderTemplate(string: template, context: context)
```

Rendering a template from the configured loader:

```
let context = ["name": "Kyle"]
let rendered = environment.renderTemplate(name: "example.html", context: context)
```

### Loading a Template

Environment provides an API to load a template from the configured loader.

```
let template = try environment.loadTemplate(name: "example.html")
```

### Loader

Loaders are responsible for loading templates from a resource such as the file system.

Stencil provides a `FileSystemLoader` which allows you to load a template directly from the file system.

#### FileSystemLoader

Loads templates from the file system. This loader can find templates in folders on the file system.

```
FileSystemLoader(paths: ["/templates"])
```

```
FileSystemLoader(bundle: [Bundle.main])
```

#### DictionaryLoader

Loads templates from a dictionary.

```
DictionaryLoader(templates: ["index.html": "Hello World"])
```

### Custom Loaders

Loader is a protocol, so you can implement your own compatible loaders. You will need to implement a `loadTemplate` method to load the template, throwing a `TemplateDoesNotExist` when the template is not found.

```
class ExampleMemoryLoader: Loader {
  func loadTemplate(name: String, environment: Environment) throws -> Template {
    if name == "index.html" {
      return Template(templateString: "Hello", environment: environment)
    }

    throw TemplateDoesNotExist(name: name, loader: self)
  }
}
```

## Context

A `Context` is a structure containing any templates you would like to use in a template. It's somewhat like a dictionary, however you can push and pop to scope variables. So that means that when iterating over a for loop, you can push a new scope into the context to store any variables local to the scope.

You would normally only access the `Context` within a custom template tag or filter.

## Subscripting

You can use subscripting to get and set values from the context.

```
context["key"] = value
let value = context["key"]
```

## push()

A `Context` is a stack. You can push a new level onto the `Context` so that modifications can easily be popped off. This is useful for isolating mutations into scope of a template tag. Such as `{% if %}` and `{% for %}` tags.

```
context.push(["name": "example"]) {
  // context contains name which is `example`.
}

// name is popped off the context after the duration of the closure.
```

## flatten()

Using `flatten()` method you can get whole `Context` stack as one dictionary including all variables.

```
let dictionary = context.flatten()
```

## 1.2.4 Custom Template Tags and Filters

You can build your own custom filters and tags and pass them down while rendering your template. Any custom filters or tags must be registered with a extension which contains all filters and tags available to the template.

```
let ext = Extension()
// Register your filters and tags with the extension

let environment = Environment({extensions: [ext]})
try environment.renderTemplate(name: "example.html")
```

## Custom Filters

Registering custom filters:

```
ext.registerFilter("double") { (value: Any?) in
  if let value = value as? Int {
    return value * 2
  }

  return value
}
```

Registering custom filters with arguments:

```
ext.registerFilter("multiply") { (value: Any?, arguments: [Any?]) in
  let amount: Int

  if let value = arguments.first as? Int {
    amount = value
  } else {
    throw TemplateSyntaxError("multiple tag must be called with an integer argument")
  }

  if let value = value as? Int {
    return value * amount
  }

  return value
}
```

Registering custom boolean filters:

```
ext.registerFilter("ordinary", negativeFilterName: "odd") { (value: Any?) in
  if let value = value as? Int {
    return myInt % 2 == 0
  }

  return nil
}
```

## Custom Tags

You can build a custom template tag. There are a couple of APIs to allow you to write your own custom tags. The following is the simplest form:

```
ext.registerSimpleTag("custom") { context in
  return "Hello World"
}
```

When your tag is used via `{% custom %}` it will execute the registered block of code allowing you to modify or retrieve a value from the context. Then return either a string rendered in your template, or throw an error.

If you want to accept arguments or to capture different tokens between two sets of template tags. You will need to call the `registerTag` API which accepts a closure to handle the parsing. You can find examples of the `now`, `if` and `for` tags found inside Stencil source code.