

Freemarker Templates

Audience Training Freemarker Templates

The course Freemarker Templates is intended for developers and designers who want to use Freemarker in the User Interface of Java Web Applications.

Prerequisites Course Freemarker Templates

Knowledge of modern software technologies for the layout of User Interfaces such as CSS and knowledge of the structure of Java Web applications is desirable.

Realization Course Freemarker Templates

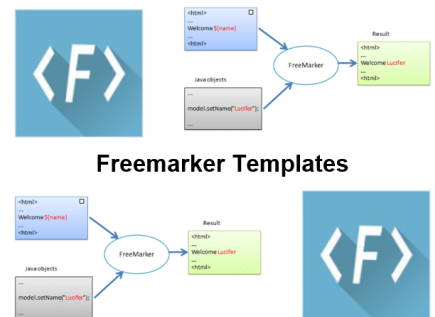
The theory is discussed on the basis of presentation slides. The concepts are illustrated with demos and there is ample opportunity to practice. Course times are from 9:30 am to 16:30 pm.

Official Certificate Course Freemarker Templates

After successful completion of the course participants receive an official certificate Freemarker Templates.

Duration: 1 day

Price: € 699

[Open Schedule](#)


Content Freemarker Templates

In the course [Freemarker](#) Templates participants learn to use the Apache FreeMarker template engine to generate text output such as HTML pages or emails based on templates.

FreeMarker Template Language

The templates use the FreeMarker Template Language (FTL) and are used for the View in the Model View Controller pattern (MVC). The templates only contain display logic that serves to display dynamically prepared data that is retrieved from the backend by a programming language, often Java.

Web Application Architecture

The course starts with a discussion of the architecture of Web Applications using Java as an example, of which the FreeMarker templates form the front-end. The basic principles of the HTTP Protocol are discussed, such as Requests, Responses and Sessions.

FreeMarker Syntax

After that FreeMarker values, types, directives, interpolations, control flow and the use of variables in templates are discussed. Namespaces, autoescaping and various output formats are also on the course program.

FreeMarker Data Model

Next attention is paid to the FreeMarker Data Model, where Java objects become visible in the template as a tree structure of variables and where adapters determine how they end up in the template.

Template Configuration

Finally various settings for template configuration are discussed and error handling, template loading and the implications of the use of multiple threads are treated.

Modules Freemarker Templates

Module 1 : Intro Freemarker	Module 2 : Template Structure	Module 3 : Data Model
What is Freemarker? Template Engine Java Web Applications Servlet API Application Servers Request Cycle Sessions Deployment Descriptors web.xml war Files Static Resources	Values and Types Directives User Defined Directives Expressions Interpolations Namespaces Autoescaping Output Formats Variables in Templates Whitespace Handling Square Bracket Syntax	Creating a Data Model Scalars Containers Methods Directives Node variables Object wrappers Variable Scopes Merging with Template Charset Issues Bean wrapper
Module 4 : Configuration		
Shared variables Configuration Settings Template Loading Error Handling Template Configurations Associating Output Formats Custom Number Formats Custom Date/Time Formats Incompatible Improvements Multithreading		