Cheatography

Jinja2 Cheat Sheet

by jprofeta via cheatography.com/126019/cs/32049/

Jinja Tokens

`{% ... %}`	Control statements
`{{ ... }}`	Replacement expressions
`{# ... #}`	Comments

Whitespace control

+	Disable strip behavior to include extra whitespace
-	Remove whitespace around blocks

These modifiers can be added to the beginning or the end of a Jinja control token. `{%-` or `-%}`. In the case of `+`, the position controls where the trim is disabled. They can be applied to any control token `{%- %}`, `{{- }}`, or `{#- #}`.

Control blocks

```
{% if <st ate men t> %}
...
{% elif <st ate men t> %}
...
{% else %}
...
{% endif %}
```

```
{% for <it em> in <li st> [recur sive] %}
...
{% endfor %}
```

```
{% block <na me> [scoped] [required] %}
...
{% endblock %}
```

```
{% raw %}
...
{% endraw %}
```

```
{% macro <na me> (<a rgs...> ) %}
...
{% endmacro %}
```

```
{% set <na me> %}
...
{% endset %}
```

Filters

Built-in filters

abs	forcee scape	map
attr	format	max
batch	groupby	min
capitalize	indent	pprint
center	int	random
default	items	reject
dictsort	join	rejectattr
escape	last	replace
filesi zef orm at	length	reverse
first	list	round
float	lower	safe
forceescape	map	select
format	max	slice
groupby	min	sort
indent	pprint	string
int	random	striptags
items	reject	sum
join	rejectattr	title
last	replace	tojson
length	reverse	trim
list	round	truncate
lower	safe	unique
map	select	upper
max	slice	urlencode
min	sort	urlize
pprint	string	wordcount
random	striptags	wordwrap
reject	sum	xmlattr
rejectattr	title	
replace	tojson	
reverse	trim	
round	truncate	
safe	unique	

Assignments and macros

Variable assignment

> Simple variables can be assigned by using the `set` block: `{% set variab - le= 'value' %}`

Block assignments

> Templated blocks can be assigned to variable names by using a `set` block.
>
> ```
> {% set reply %}
>     Thanks for your message:
>     {{ message }}.
> {% endset %}
> ```

Loop special variables

`loop.index`

> The current iteration of the loop. (1 indexed)

`loop.i ndex0`

> The current iteration of the loop. (0 indexed)

`loop.r evindex`

> The number of iterations from the end of the loop (1 indexed)

Loop special variables (cont)

`loop.r evindex0`

> The number of iterations from the end of the loop (0 indexed)

`loop.first`

> True if first iteration.

`loop.last`

> True if last iteration.

`loop.length`

> The number of items in the sequence.

`loop.cycle`

> A helper function to cycle between a list of sequences.

`loop.depth`

> Indicates how deep in a recursive loop the rendering currently is. Starts at level 1

`loop.d epth0`

> Indicates how deep in a recursive loop the rendering currently is. Starts at level 0

`loop.p revitem`

> The item from the previous iteration of the loop. Undefined during the first iteration.

`loop.n extitem`

> The item from the following iteration of the loop. Undefined during the last iteration.

`loop.changed(*val)`

> True if previously called with a different value (or not called at all).

Variables can be modified with filters. To apply a filter use a pipe, '|'. For example, `{ { name|upper }}`.
Filters can be chained together. For example, `{{ name|striptags|title } }` will strip all HTML tags from `name` then convert it to Title case.
Some filters allow arguments. See the Jinja documentation for details.

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