

Who the heck is



?

Credits

- Based on the presentation created by DanDineenUoB on SlideShare:
- <http://www.slideshare.net/DanDineenUoB/show-tell-who-is-hugo>

tl;dl

Hugo is a static site generator

Which is better? **Static** or
Dynamic?

Previous assumptions made about Static content make it seem like an out-dated technology:

<https://www.youtube.com/watch?v=hlg6q6OFoxQ>

Dynamic sites use databases
which can make things a bit

Scary:

https://www.youtube.com/watch?v=f_XU0-G_4Xs

Sorry, wrong link... Here is a demonstration of defacing a website through **SQL injection**:

<https://www.youtube.com/watch?v=d-Hgk9vDHss>

Static content can be powerful

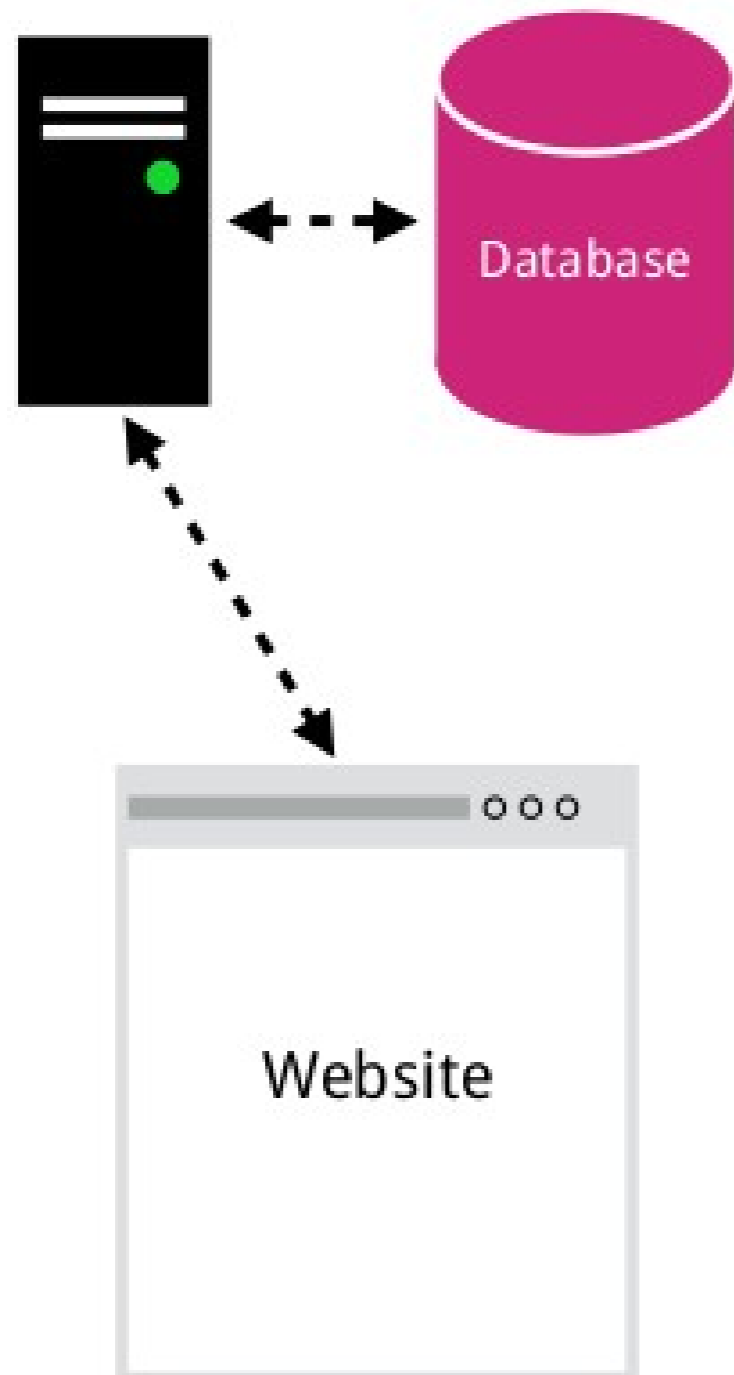


Really!

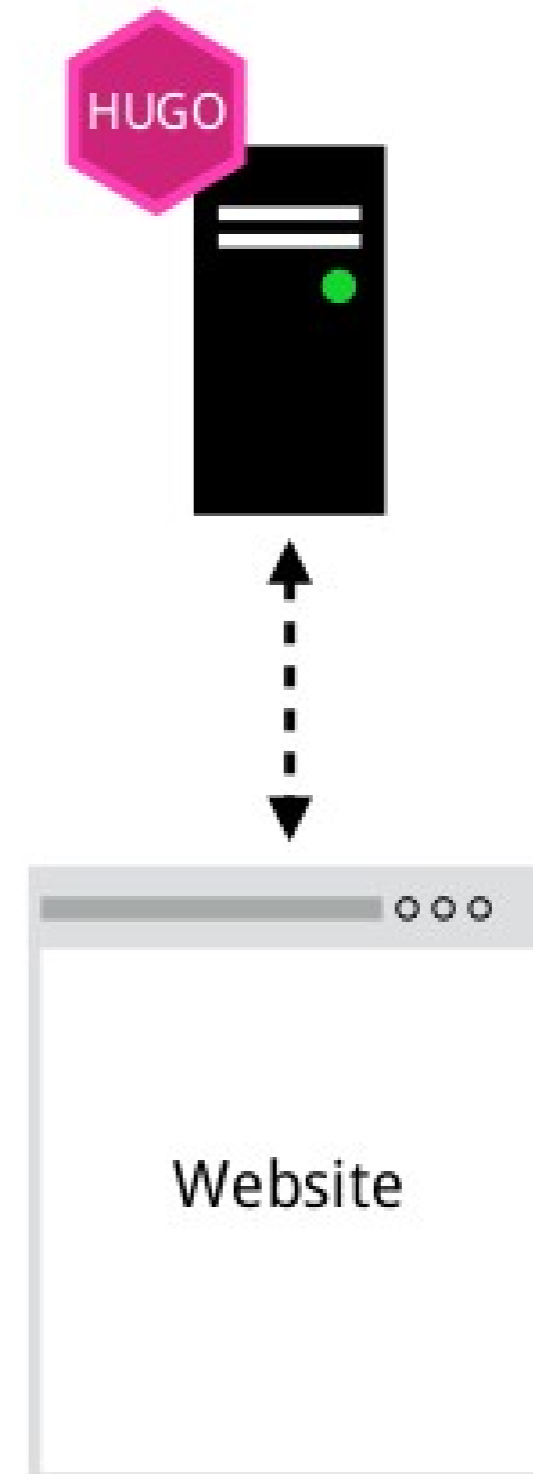


```
> Install & use Hugo  
> via the commandline  
> There's no GUI :- (
```

Dynamic site



Static site



Why use Hugo?



Popular

Currently ranked number four on staticgen.com

Why use Hugo?



Written in Go

Single binary, Yes!

Why use Hugo?



Performance

Static assets are super **quick** and super **robust**

Why use Hugo?



Buzzwords

(Hugo is currently not a Buzzword, but it should be...)

You can use **Hugo** at the end of your publishing process to turn structured content into HTML.



Save your content in the editor,
publish & **Hugo** goes to work...



Try for yourself

http://wiki.qclug.com/wiki/qclug_presentations/hugo