

DAVE HERMAN

"USE MODULE";

MY GOALS

- ▶ Present proposal again
- ▶ Report on Node.js discussions
- ▶ Stage 2
- ▶ Discuss open issues

MODULE? SCRIPT? CJS?

```
var window = 'ohhh myyyyy';  
  
console.log(typeof __dirname);  
  
function foo() {  
    console.log(this);  
}  
foo();
```

Is this file a *Script*?

Is this file a CJS module?

Is this file strict?

MOTIVATION #1: NODE ENTRY POINTS

- ▶ Application entry points

```
$ node my-app.js
```

- ▶ Package binaries

```
{ "bin": { "my-app": "./bin/my-app.js" } }
```

- ▶ Requiring submodules

```
var array = require("lodash/array.js");
```

MOTIVATION #2: PORTABLE/DEFENSIVE MODULES

```
<script src="jquery.mjs"></script>
```

PROPOSAL: OPTIONAL PRAGMA

```
"use module";
```

```
var window = 'ohhh myyyyy';
```

```
console.log(typeof __dirname);
```

```
function foo() {  
    console.log(this);  
}  
foo();
```

SEMANTICS

- ▶ Early error if pragma doesn't match goal symbol
- ▶ Browser determines mode from attributes, not pragma
- ▶ But host environments *can* use pragma to disambiguate
- ▶ Without pragma, Node.js would of course default to CJS

ALTERNATIVE: .MJS

- ▶ Controversial
- ▶ Fragmentation: other ESM ecosystems use .js
- ▶ Upgrading is generally semver-incompatible
- ▶ Doesn't solve portable/defensive use case
- ▶ **But** not incompatible with pragmas

ALTERNATIVE: EMPTY EXPORT

```
export {};
```

```
var window = 'ohhh myyyyy';
```

```
console.log(typeof __dirname);
```

```
function foo() {  
    console.log(this);  
}  
foo();
```

ALTERNATIVE: EMPTY EXPORT

- ▶ Obscure incantation: doesn't say what it means
- ▶ Easier to forget, e.g. when refactoring
- ▶ Pragma has to appear at the top

OPEN ISSUE: "USE SCRIPT"? "USE NOMODULE"?

- ▶ Do we need pragmas for other modes?
- ▶ `"use script";` at top-level doesn't work for CJS
- ▶ `"use nomodule";` at top-level and function body?

STAGE 2

- ▶ Spec draft: <https://github.com/proposal-modules-pragma/>
- ▶ Includes `"use script";` but easily modified/removed
- ▶ Includes nested pragmas but easily removed