



```
export default (text = 'Hello world') => {
  const element = document.createElement('div');
  element.innerHTML = text;
  return element;
};
```

/[DevOpenClub 出品] 前端必备 Webpack .../#004 - Webpack 初体验/app/index.js/

```
import component from './component';
document.body.appendChild(component());
```

```
const path = require('path');
const HtmlWebpackPlugin = require('html-webpack-plugin');
const PATHS = {
  app: path.join( dirname, 'app'),
 build: path.join( dirname, 'build'),
};
module.exports = {
  // Entries have to resolve to files! They rely on Node
  // convention by default so if a directory contains *index.js*,
  // it resolves to that.
  entry: {
   app: PATHS.app,
  },
  output: {
   path: PATHS.build,
   filename: '[name].js',
  plugins: [
    new HtmlWebpackPlugin({
     title: 'Webpack demo',
   }),
  ],
```

```
module.exports = {
  devServer: {
    host: process.env.HOST, // Defaults to `localhost`
    port: 80, // Defaults to 8080
    // overlay: true captures only errors

    overlay: {
       errors: true,
       warnings: true,
    },
  },
}
```

```
loader: 'css-loader',

options: {
   modules: true,
},
```

```
{
    // Conditions
    test: /\.js$/,
    include: PATHS.app,

    // Actions
    loader: 'babel-loader',
    options: {
        cacheDirectory: true,
        presets: ['react', 'es2015'],
    },
},
```

```
{
    // Conditions
    test: /\.js$/,
    include: PATHS.app,

    // Actions
    use: {
       loader: 'babel-loader',
       options: {
          cacheDirectory: true,
          presets: ['react', 'es2015'],
       },
    },
}
```

/[DevOpenClub 出品] 前端必备 Webpack .../#014 - 深入理解 Webpack 2 中的 loade.../传递参数/use:'babel-loade

```
{
    // Conditions
    test: /\.js$/,
    include: PATHS.app,

    // Actions
    use: 'babel-loader?cacheDirectory,presets[]=es2015',
},
```

/[DevOpenClub 出品] 前端必备 Webpack .../#015 - Webpack 2 中的文件压缩/自动检查文件大小优化性能/

```
performance: {
   hints: 'warning', // 'error' or false are valid too
   maxEntrypointSize: 100000, // in bytes
   maxAssetSize: 450000, // in bytes
},
```