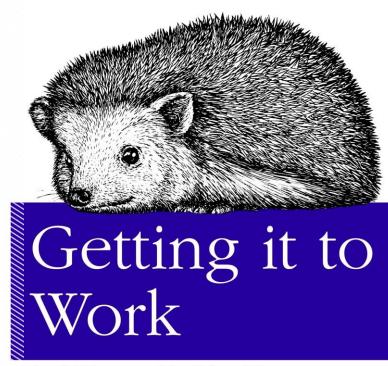


# CommonJS, AMD

**ECMAScript Modules** 

December 2022

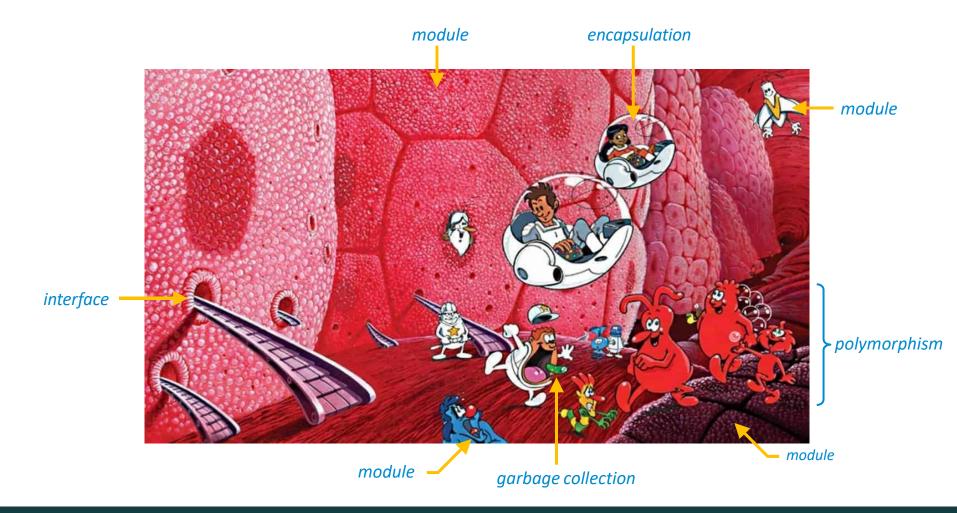
#### Achievement despite ignorance

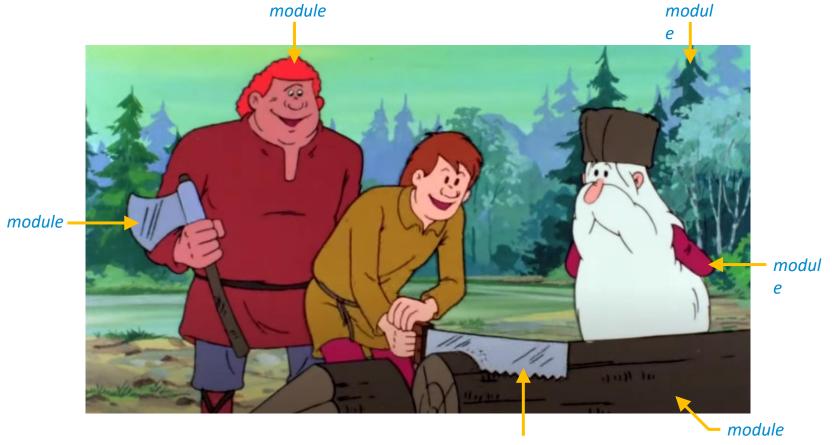


And Having No Idea How

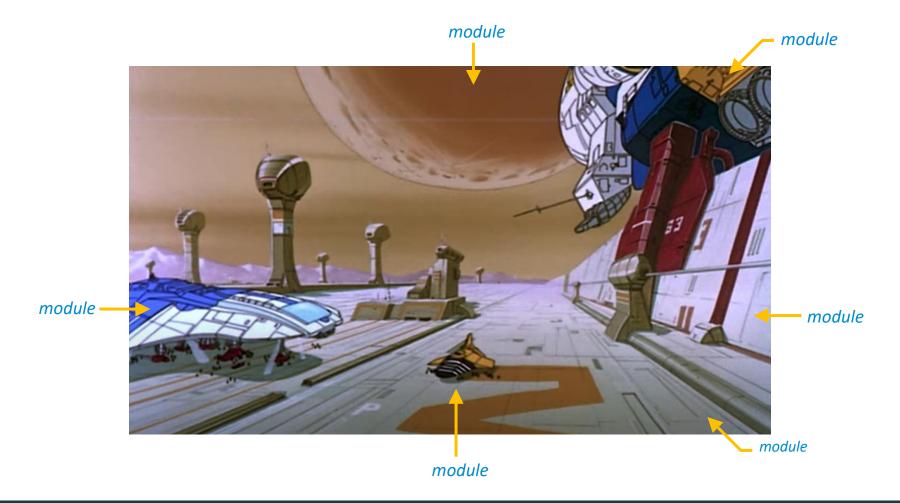
O RLY?

@ThePracticalDev





decomposition to smaller modules



## **Everything** is module

Things consist of parts

And program code is not different. As you write code, you will naturally break it down into smaller, reusable components.

The question is not why, rather than: how to do it properly?

Every code, in every programming language can be modularized.

```
* Program : Subroutine for that multiplies two 8-bit signed
           : The input parameters are:
* Input
              R12 -- array starting address
              R13 -- the number of elements (assume it is =>1
              R14 -- dispay (0 for P1&P2 and 1 for P3&P4)
* Output : No output parameters
#include "msp430.h"
                                         ; #define controlled
        PUBLIC suma rp
       RSEG CODE
suma rp:
        ; save the registers on the stack
                                         ; temporal sum
        PUSH
        CLR
                R7
                                        R12: input parameter
lnext:
       ADD
                @R12+, R7
        DEC
                R13
                                         JNZ: jump if not zero = if
        JNZ
                lnext
                #1, R14
        BIT
                                         ; display on P1&P2
                                         ; it's P3&P4
        JNZ
                1p34
        MOV.B
                R7, P1OUT
        SWPB
                R7
        MOV.B
                R7, P2OUT
        JMP
                lend
                                         JMP (JUMP) = goto
1p34:
        MOV.B
                R7, P3OUT
        SWPB
                R7
        MOV.B
                R7, P4OUT
lend:
        POP
                R7
                                         ; restore R7
        RET
                                          RET = return
        END
```

Even assembly programs are modularized to subroutines (functions)

#### Goto

There is no *goto* in JavaScript

We have *break* and *continue*, but those are different. In JavaScript, the smaller meaningful module can be the *function*.

```
**** COMMODORE 64 BASIC V2 ****

64K RAM SYSTEM 38911 BASIC BYTES FREE

READY.
10 PRINT "THERE IS NO GOTO IN JS"
20 GOTO 40
30 PRINT "USE BASIC, INSTEAD!"
40 PRINT "JUST USE FUNCTIONS."

RUN
THERE IS NO GOTO IN JS
JUST USE FUNCTIONS.

READY.
```

A properly modularized code using GOTO

## Dependency

Modules are built on top of others

The modules' hierarchy is like a tree: top level modules depends on lower-level ones.

*mul* is an abstract multiplication function; (please note that we can multiply anything: e.g., vectors, matrices, etc., the *mul* does not know about the type of its multiplicand (n))

```
(we can use it to add anything, not just numbers; this
                     way, we encapsulated the logic of the addition; later
                     we can
                     extend the functionality by changing the internals,
                     and we have to change only here, there is no "+" anywhere else)
> function add(a, b) {
                                                add is dependency of mul
  function mul(n, multiplier) {
    return Array(multiplier).fill(n).reduce((acc, e) => add(acc, e));
  function pow2(n) {
    return mul(n, n);
```

mul is a dependency of pow2

return a + b:

mul(3, 4);

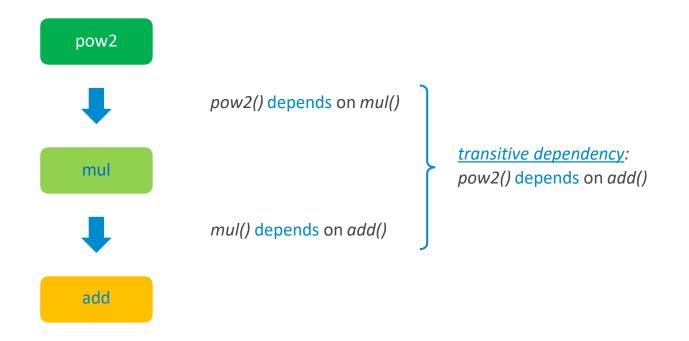
> pow2(5);

<· 12

<· 25

the *add* function is an abstraction over the "+" operator;

## **Dependency graph**



it is simple, right? let's see a bit more trouble then...

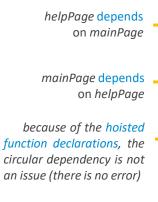
## Circular dependency

#### Modules can depend on each other

The <u>circular dependency</u> is very common, and it can cause several issues, such as unintended recursion calls.

Also, while this code may look properly modularized, it is not, as mainPage and helpPage are tightly coupled.

Usually, you'll face with this problem, when you try to break down this code into separate modules.



clicking on *Help* will really render the Help page – this is a fully functional SPA, with a router.

#### Please choose an action! >> File :: Edit :: Help

```
Welcome
                      Elements
                                 Memory
                                            Console
                                                      Sources
                                                               Network
                                  Filter
                                                      Default levels ▼
> const menu = (action, title) =>
    `<i onclick='document.body.innerHTML = (${action})()'>${title}</i>`;
  const render = page => page().content + " >> " +
    (page().menu?.map(e => menu(e.action, e.title)).join(" :: ") ?? "");
  function filePage() { return {content: "File Page"} };
  function editPage() { return {content: "Edit Page"} };
  function helpPage() { return {
    content: "Help Page. Please choose Main to continue!",
    menu: [{title: "Main", action: () => render(mainPage)}]
  }}:
  function mainPage() { return {
    content: "Please choose an action!",
    menu: [
      {title: "File", action: () => render(filePage)},
      {title: "Edit", action: () => render(editPage)},
      {title: "Help", action: () => render(helpPage)},
  }};
  document.body.innerHTML = render(mainPage);
```

## Circular dependency, however, is a thing

So, it is expected from a module system to handle it properly. Still, you should avoid from it.











## A lecture spin-off

#### Just stop for a moment

This is how things can go wrong quickly. I hope that you already spotted some nasty code parts in our awesome SPA.

as mentioned, function declarations can refer to each other – it is pretty easy to create a very much tangled code this way

it could be a good idea to order the functions in the code in dependency order

innerHTML is almost always a no go; it is basically an eval – and we just don't know whether the render and mainPage are safe enough

```
innerHTML in an innerHTML.
               (menu in render in the
                                                            it relies on the a global
               assignment: nice! not.
                                                           variable (render), which
                                                            could be problematic later
> const menu = (action, title) =>
    `<i onclick='document.body.innerHTML = (${action})()'>${title}</i>`;
  const render = page => page().content + " >> " +
    (page().menu?.map(e => menu(e.action. e.title)).join(" :: ") ?? "");
  function filePage() { return {content: "File Page"} };
  function editPage() { return {content: "Edit Page"} };
  function helpPage() { return {
    content: "Help Page. Please choose Main to continue!",
    menu: [{title: "Main", action: () => render(mainPage)}]
  }};
  function mainPage() { return {
    content: "Please choose an action!",
    menu:
      {title: "File", action: () => render(filePage)},
      {title: "Edit", action: () => render(editPage)},
      {title: "Help", action: () => render(helpPage)},
  }};
  document.body.innerHTML = render(mainPage);
```

#### File based modules

#### Breaking down into files

While <u>modularity</u> can be achieved within one file, it does make sense to break down the code into separate files.

but modularization won't protect from creating a tangled mess;

in fact, it is easier to do, because the problems are less visible and could remain under the radar for a prolonged time



but breaking down into modules without reasons could be problematic as well

- it is easier handle smaller files (overview, navigate, edit)
- the tree structure of the directory system provides a visually clear hierarchy between modules
- concerns are separated, harder do write spaghetti code
- interfaces and dependencies are clearly visible
- team members can work independently on different code parts



if used properly; many times it is the first sign of the structural problems if files cannot be placed into a tree hierarchy

many times teams can modify only their modules; even within a team it could be forbidden to edit common files during feature development

### JavaScript ES5

No modules

Until ES 2015, there were no module system in JavaScript.

While it is possible to split the code into separate files, all the code shares the same global namespace: every variable in any file is accessible in other files as well.

Files must be referred in html in dependency order – if you have 35 JS files to load (even when those are bundled together) this could be very error prone.

Also, the interfaces are not clear: what is the input and what is the output? Does a file ("module") use global variables?

A simple solution could be the Module pattern.

```
<!DOCTYPE html>
           <title>Il etait une fois un traditionnel</title>
      </head>
           <script src="src/common.js"></script>
           <script src="src/file-page.js"></script>
           <script src="src/edit-page.js"></script>
           <script src="src/help-page.js"></script>
           <script src="src/main-page.js"></script>
      </body>
       head
Js common.js ×
      const menu = (action, title) =>
      const render = page => page().content + " >> " +
       (page().menu?.map(e => menu(e.action, e.title)).join(" :: ") ?? "");
Js file-page.js × Js edit-page.js ×
                                      Js help-page.js ×
      function helpPage() { return {
       content: "Help Page. Please choose Main to continue!",
       menu: [{title: "Main", action: () => render(mainPage)}]
Js main-page.js ×
      function mainPage() { return {
        content: "Please choose an action!",
        menu: [
          {title: "File", action: () => render(filePage)},
          {title: "Edit", action: () => render(editPage)},
          {title: "Help", action: () => render(helpPage)},
      document.body.innerHTML = render(mainPage);
```

## Module pattern

the issue with the circular dependency is clearly a problem now (helpPage tries to use mainPage, but that will be defined later), however, it is nothing, that an ingenious developer cannot solve with a little hack tactical workaround 5 index.html ×

return page => page.content + " >> " +

Js file-page.js × Js edit-page.js × Js help-page.js ×

const helpPage = (function(render, mainPage : {} ) {

`<i onclick='document.body.innerHTML = (\${action})()'>\${title}</i>';

(page.menu?.map(e => menu(e.action, e.title)).join(" :: ") ?? "");

const render = (function() { const menu = (action, title) =>

let mainPage = {};

render > <anonymous>()



content: "Help Page. Please choose Main to continue!", This simple solution utilizes the IIFE menu: [{title: "Main", action: () => render(mainPage)}] })(render, mainPage); The IIFE\* provides a kind of encapsulation. Js main-page.js × While it is still possible to use global variables, it encourages using ({ ...mainPage } = (function( render. well defined interfaces. Still, the "exported" modules are globally filePage : {content: string} , accessible. return { content: "Please choose an action!", Loading of the "modules" still should be done in dependency order. It {title: "File", action: () => render(filePage)}, is not really a module system, it is the same as a global JS, just in a bit {title: "Edit", action: () => render(editPage)}, {title: "Help", action: () => render(helpPage)}, safer way. })(render, filePage, editPage, helpPage)); The <u>Revealing Module Pattern</u> is essentially the same approach. document.body.innerHTML = render(mainPage); \* Immediately Invoked Function Expression - you should know this at this point. CONFIDENTIAL | © 2022 EPAM Systems, Inc.

```
Project <</p>
              Js common.js ×
                                     module.exports = {
il-etait-une-fois-common-js 1
                                      render: function(page) {
 ∨ 🕝 src
                                         return page.content;

▼ □ pages

        Js common. js
        Js edit-page.js
        Js file-page.js
                               Js edit-page.js ×
                                                  Js file-page.js ×
                                                                     s help-page.is ×
        Js help-page.js
                                     module.exports = {
        us main-page.is
                                      content: "Edit page",
 action: []

■ Scratches and Consoles

                               Js main-page.js ×
                                      const render = require("./common").render;
                                     const filePage = require("./file-page");
                                      const editPage = require("./edit-page");
                                     const helpPage = require("./help-page");
                                     const mainPage = {
                                        content: "Press any key to go to the main page!",
                                        actions: [
                                           render(filePage).
                                           render(editPage),
                                           render(helpPage),
                                      module.exports = mainPage;
                                      console.log(render(mainPage));
```

### CommonJS module system

Node.js, however, utilized a more explicit solution, a module system that is based on CommonJS (while not exactly the same) – it does have real, independent modules. It solves the global namespace issue, as any identifier declaration remains local, so the module must have to export its internals to be accessible.

You will meet this on any project with the JS based configuration files of the tool-chains.

imports with *require*, the .js extension is not required (sic!)

exports with the *module* object

#### CommonJ

S

at least a warning on the circular dependency =

~/il-etait-une-fois> node src/pages/main-page.js
Press any key to go to the main page!
(node:97071) Warning: Accessing non-existent property 'content' of module exports inside circular dependency
(Use `node --trace-warnings ...` to show where the warning was created)

## **Asynchronous Module Definition**

Before webpack, AMD was the predominantly used module system in the JavaScript ecosystem

Today is <u>not</u> (however, with webpack, you can still use). AMD is basically a new layer above the Module pattern. A thick layer. If you are interested, here is <u>link</u> for your consideration.

The Require.JS implementation is based on AMD.



## **JavaScript ES6 Modules**

From ES 2015, JavaScript provides a unified way - the <u>JavaScript modules</u>

JavaScript modules uses simply *import* and *export* statements, instead of *require* and *module.exports* 

in CommonJS.

The only caveat here is that the Internet Explorer does not support it, therefore it still requires a build system to create a bundle for IE and pass the standard ES Modules to the proper browsers.

Practically, every project uses a bundler (e.g., for minifying the code), but nowadays the ES Module syntax is preferred (webpack supports it).

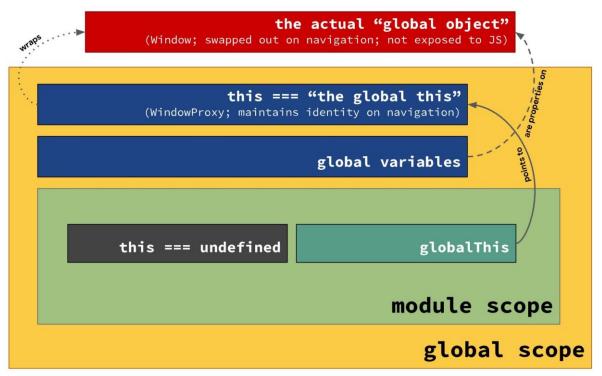
How does it work? Let's analyze this!

5 index.html × import { render } from "./pages/common.js"; <!DOCTYPE html> <head> type "module" is required; <title>Il etait une fois un Modules ES6</title> <script type="module" src="pages/common.js"></script> document.body.innerHTML = render(mainPage); scripts are deferred by default <script type="module" src="pages/file-page.js"></script> <script type="module" src="pages/edit-page.js"></script> Js common. is × <script type="module" src="pages/help-page.js"></script> backward compatibility can be const menu = (action, title) => <script type="module" src="pages/main-page.js"></script> provided with the *nomodule* <script type="module" src="index.js"></script> </head> attribute on the script tag export const render = page => page.content + " >> " + (page.menu?.map(e => menu(e.action, e.title)).join(" :: ") ?? ""); <body> </body> globalThis.render = render; Window, render s file-page.js x s edit-page.js x s help-page.js x Js main-page.js X it uses import import { render } from "./common.js"; import { render } from "./common.js"; import mainPage from "./main-page.js"; import filePage from "./file-page.js"; import editPage from "./edit-page.js"; const helpPage = { import helpPage from "./help-page.js"; content: "Help Page. Please choose Main to continue!", menu: [{title: "Main", action: () => render(mainPage)}] const mainPage = { content: "Please choose an action!", and export export default helpPage; {title: "File", action: () => render(filePage)}, globalThis.helpPage = helpPage; {title: "Edit", action: () => render(editPage)}, {title: "Help", action: () => render(helpPage)}, variables can be added to the global object with *globalThis* export default mainPage; globalThis.mainPage = mainPage; however, it is almost never ever a good

idea to utilize global variables in a module

```
5 index.html ×
      <!DOCTYPE html>
                                                                             import { render } from "./pages/common.js";
      <head>
          <title>Il etait une fois un Modules ES6</title>
          <script type="module" src="pages/common.js"></script>
                                                                             document.body.innerHTML = render(mainPage);
          <script type="module" src="pages/file-page.js"></script>
          <script type="module" src="pages/edit-page.js"></script>
                                                                       Js common.js X
          <script type="module" src="pages/help-page.js"></script>
                                                                             const menu = (action, title) =>
          <script type="module" src="pages/main-page.js"></script>
                                                                               `<i onclick='document.body.innerHTML = (${action})()'>${title}</i>`;
          <script type="module" src="index.js"></script>
      </head>
                                                                                                                                                           exports can be named...
                                                                             export const render = page => page.content + " >> " +
                                                                              (page.menu?.map(e => menu(e.action, e.title)).join(" :: ") ?? "");
       <body>
      </body>
                                                                             globalThis.render = render;
                                                                              Window.render
Js file-page.js X Js edit-page.js X Js help-page.js X
                                                                       Js main-page.js X
                                                                                                                                                                   importing named exports...
      import { render } from "./common.js";
                                                                             import { render } from "./common.js";
      import mainPage from "./main-page.js";
                                                                              import filePage from "./file-page.js";
                                                                                                                                                                   ...and default exports
                                                                              import editPage from "./edit-page.js";
      const helpPage = {
                                                                             import helpPage from "./help-page.js";
        content: "Help Page. Please choose Main to continue!",
        menu: [{title: "Main", action: () => render(mainPage)}]
                                                                              const mainPage = {
                                                                               content: "Please choose an action!",
      export default helpPage;
                                                                                  {title: "File", action: () => render(filePage)},
                                                                                 {title: "Edit", action: () => render(editPage)},
                                                                                  {title: "Help", action: () => render(helpPage)},
                                                                                                                                                            ...or default
                                                                              export default mainPage;
                                                                             globalThis.mainPage = mainPage;
```

## **Appendix**



there is an excellent <u>article</u> on why *globalThis* is not a trivial thing

THANK YOU!

