

Creating a Production Build Pipeline



John Papa @john_papa| www.johnpapa.net



Build Pipeline



Gather the assets in the index.html

Concatenate them into distributable files

Copy to the build folder

Update index.html to point to the new files

Optimization

Add template caching to the Inject task

Create an Optimize task to gather the files

Write the "built" index.html file

```
<!-- build:js js/lib.js -->
<!-- bower:js -->
<script src="/bower_components/jquery/dist/jquery.js</pre>
<script src="/bower_components/angular/angular.js"><</pre>
<script src="/bower_components/angular-sanitize/angu</pre>
<script src="/bower_components/bootstrap/dist/js/boo</pre>
<script src="/bower_components/extras.angular.plus/n</pre>
<script src="/bower_components/moment/moment.js"></s</pre>
<script src="/bower_components/angular-ui-router/rel</pre>
<script src="/bower_components/toastr/toastr.js"></s</pre>
<script src="/bower_components/angular-animate/angul</pre>
<!-- endbower -->
<!-- endbuild -->
                           Dev-time index.html
<!-- build:js js/app.js-->
<!-- inject:js -->
<script src="/src/client/app/app.module.js"></script</pre>
<script src="/src/client/app/core/core.module.js">
<script src="/src/client/app/customers/customers.mod</pre>
<script src="/src/client/app/dashboard/dashboard.mod</pre>
<script src="/src/client/app/layout/layout.module.js</pre>
<script src="/src/client/app/widgets/widgets.module.</pre>
<script src="/src/client/app/blocks/logger/logger.mo</pre>
<script src="/src/client/app/blocks/exception/except</pre>
<script src="/src/client/app/blocks/router/router.mo</pre>
<script src="/src/client/app/core/config.js"></scrip</pre>
<script src="/src/client/app/core/constants.js"></sc</pre>
<script src="/src/client/app/core/dataservice.js">
<script src="/src/client/app/customers/customer-deta</pre>
```

Build-time index.html

```
<script src="js/lib.js"></script>
<script src="js/app.js"></script>
```

Gathering Assets

gulp-useref

Parses HTML comments
Similar to gulp-inject
Concatenates by default
Replaces script tags
New optimized files

https://github.com/jonkemp/gulp-useref

```
<!-- build:css styles/lib.css -->
    <!-- bower:css -->
                                  Optimized file
    <!-- endbower -->
    <!-- endbuild -->
    <!-- build:css styles/app.css-->
    <!-- inject:css -->
                                  Optimized file
    <!-- endinject -->
    <!-- endbuild -->
</head>
<body>
    <div ng-include="'app/layout/shell.html'"></div>
    <!-- build:js js/lib.js -->
    <!-- bower:js -->
                                  Optimized file
    <!-- endbower -->
    <!-- endbuild -->
    <!-- build:js js/app.js-->
    <!-- inject:js -->
                                  Optimized file
    <!-- endinject -->
    <!-- inject:templates:js -->
    <!-- endinject -->
    <!-- endbuild -->
```

The gulp-useref API

.pipe(\$.useref.assets())

.pipe(\$.useref.assets.restore())

.pipe(\$.useref ())

Gathers assets from the HTML comments

Restore the files to the stream. index.html, for example

Concatenate files

Optimizing the Build

index.html
Injection
Assets

Prepare optimized index.html
Parse comments in HTML
Gather, concatenate, replace

