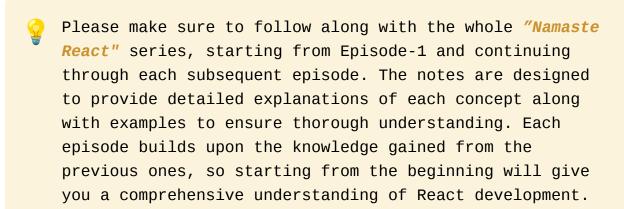


# Igniting Our App! (Namaste-React)



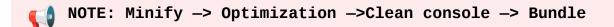
I've got a quick tip for you. To get the most out of these notes, it's a good idea to watch <code>Episode-2</code> first. Understanding what "Akshay" shares in the video will make these notes way easier to understand.

# So far, here's what we have learned in the previous episode.

- We studied about Libraries, Frameworks, their differences.
- We have also created Hello World! using HTML, JavaScript, and React.
- We have also studies about what is Emmet, CORS (Cross Origin)

# Igniting Our App.

- Q ) To make our app production ready what should we do?
  - Minify our file (Remove console logs, bundle things up)
  - Need a server to run things



### \* Bundlers:

- A bundler is a tool that bundles our app, packages our app so that it can be shipped to production.
- Examples of Bundlers:

- Webpack
- Vite
- Parcel



■ NOTE: In create-react-app, the bundler used is webpack.

# \* Package Manager:

- Bundlers are packages. If we want to use a package in our code, we have to use a package manager.
- We use a package manager known as npm or yarn

# \* Configuring the Project:

npm init

- It creates a package.json file.
- Now to install parcel we will do:

npm install -D parcel

• Now we will get a package-lock.json file.

# \* package.json:

• Package.json file is a configuration for NPM. Whatever packages our project needs, we install those packages using npm install <packageName>.

• Once package installation is complete, their versions and configuration related information is stored as dependencies inside package.json file.

# \* package-lock.json:

• Package-lock.json locks the exact version of packages being used in the project.

# Q ) What is difference between package.json and package.lock.json?

• In package, json we have information about generic version of installed packages whereas in package.lock.json we have information about the specific or exact version of installed packages.

## \* node modules:

- Which gets installed is like a database for the npm.
- Every dependency in node\_module will have its package.json.
- Node modules are very heavy so we should always put this in git ignore.



■ NOTE: Never touch node\_modules and package-lock.json

# \* To ignite our app:

#### npx parcel index.html

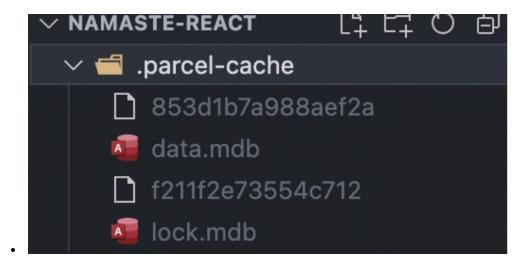
- npx means 'execute using npm'
- index.html is the entry point

# \* Hot Module Replacement (HMR):

- It means that parcel will keep a track of all the files which you are updating.
- There is File Watcher Algorithm (written in C++). It keeps track of all the files which are changing realtime and it tells the server to reload.
- These are all done by PARCEL

# \* parcel-cache:

- Parcel caches code all the time.
- When we run the application, a build is created which takes some time in ms.
- If we make any code changes and save the application, another build will be triggered which might take even less time than the previous build.
- This reduction of time is due to parcel cache.
- Parcel immediately loads the code from the cache every time there is a subsequent build.
- On the very first build parcel creates a folder .parcelcache where it stores the caches in binary codeformat.
- Parcel gives faster build, faster developer experience because of caching.



### \* dist:

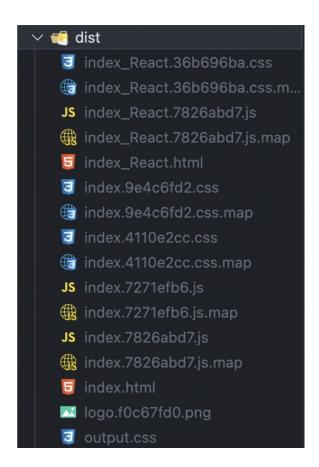
- It keeps the files minified for us.
- When bundler builds the app, the build goes into a folder called dist.
- The `/dist` folder contains the minimized and optimised version the source code.
- Along with the minified code, the /dist folder also comprises of all the compiled modules that may or may not be used with other systems.
- When we run command:

npx parcel index.html

- This will create a faster development version of our project and serves it on the server.
- When I tell parcel to make a production build:

npx parcel build index.html

- It creates a lot of things, minify your file.
- And the parcel will build all the production files to the dist folder.



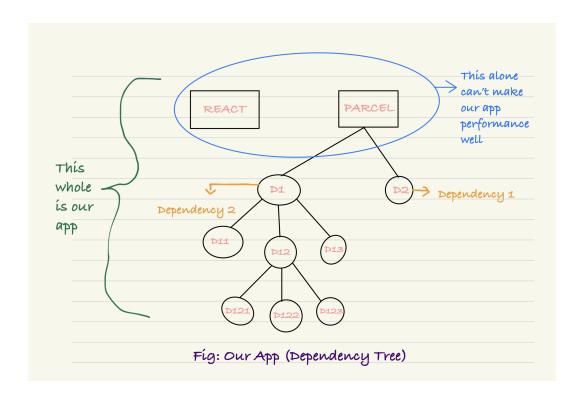
# \* Parcel features at a glance:

- Hot Module Replacement (HMR)
- File Watcher Algorithm C++
- Bundling
- Minify Code
- Cleaning our code
- Dev and production build

- Super fast build algorithm
- Image Optimization
- Caching while development
- Compression
- Compatible with older browser versions
- Https on dev
- Image Optimization
- Port No
- Consistency Hashing Algorithm
- Zero Config
- Tree Shaking

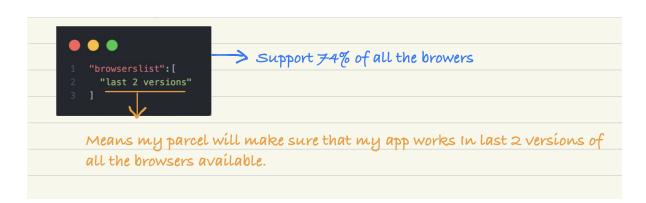
# \* Transitive Dependencies :

- We have our package manager which takes care of our transitive dependencies of our code.
- If we've to build a production ready app which uses all optimisations (like minify, bundling, compression, etc), we need to do all these.
- But we can't do this alone, we need some dependencies on it. Those dependencies are also dependent on other dependencies.



# \* Browserslist:

- Browserslist is a tool that specifies which browsers should be supported/compatible in your frontend app.
- It makes our code compatible for a lot of browsers.
- In package.json file do:



# \* Tree Shaking:

- Tree shaking is a process of removing the unwanted code that we do not use while developing the application.
- In computing, tree shaking is a dead code elimination technique that is applied when optimizing code.