webpack.config.js

```
var path = require("path");
module.exports = {
    // mode: "development || "production",
    entry: {
        // The entry points for the pages
        // They also contains router
        pageA: ["./aEntry", "./router"],
        pageB: ["./bEntry", "./router"]
    },
    output: {
        path: path.join(__dirname, "dist"),
        publicPath: "js/",
        filename: "[name].bundle.js",
        chunkFilename: "[name].chunk.js"
    },
    optimization: {
        // Extract common modules from initial chunks too
        // This is optional, but good for performance.
        splitChunks: {
            chunks: "all",
            minSize: 0 // This example is too small
        },
        chunkIds: "named" // To keep filename consistent between different modes (for examp
    }
};
```

aEntry.js

```
// Just show the page "a"
var render = require("./render");
render(require("./aPage"));
```

`bEntry.js` is similar. You may want to use a loader to generate this file.

aPage.js

```
module.exports = function() {
    return "This is page A.";
};
```

`bEntry.js` is similar.

router.js

```
var render = require("./render");

// Event when another page should be opened
// Maybe hook click on links, hashchange or popstate
window.onLinkToPage = function onLinkToPage(name) { // name is "a" or "b"
    // require the page with a dynamic require

    // It's important that this require only matches the pages
    //  otherwise there is blood in the bundle. Here this is done with a
    //  specific file prefix. It's also possible to use a directory,
    //  overwriting the RegExp with the ContextReplacementPlugin, or
    //  using the require.context method.

    // This line may throw a exception on runtime if the page wasn't found.
    import(/* webpackChunkName: "[request]" */`./${name}Page`).then(page => {;
        render(page.default);
    });
}
```

pageA.html

```
<html>
    <head></head>
    <body>
        <script async src="dist/pageA~pageB.chunk.js" charset="utf-8"></script>
        <script async src="dist/aPage.chunk.js" charset="utf-8"></script>
        <script async src="dist/pageA.bundle.js" charset="utf-8"></script>
    </body>
</html>
```

dist/router_js.bundle.js

```
(self["webpackChunk"] = self["webpackChunk"] || []).push([["router_js"],[
/* 0 */,
/* 1 */
/*!*******************!*\
  !*** ./render.js ***!
  \*******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {
```

```
module.exports = function(page) {
    console.log(page());
};

/***/ }),
/* 2 */,
/* 3 */
/*!*******************!*\
  !*** ./router.js ***!
  \*******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__ */
/***/ ((__unused_webpack_module, __unused_webpack_exports, __webpack_require__) => {

var render = __webpack_require__(/*! ./render */ 1);

// Event when another page should be opened
// Maybe hook click on links, hashchange or popstate
window.onLinkToPage = function onLinkToPage(name) { // name is "a" or "b"
    // require the page with a dynamic require

    // It's important that this require only matches the pages
    //  otherwise there is blood in the bundle. Here this is done with a
    //  specific file prefix. It's also possible to use a directory,
    //  overwriting the RegExp with the ContextReplacementPlugin, or
    //  using the require.context method.

    // This line may throw a exception on runtime if the page wasn't found.
    __webpack_require__(4)(`./${name}Page`).then(page => {;
        render(page.default);
    });
}


/***/ }),
/* 4 */
/*!*****************************************************************************!*\
  !*** ./ lazy ^\.\/.*Page$ chunkName: [request] namespace object ***!
  \*****************************************************************************/
/*! default exports */
/*! exports [not provided] [no usage info] */
/*! runtime requirements: module, __webpack_require__.o, __webpack_require__, __webpack_req
/***/ ((module, __unused_webpack_exports, __webpack_require__) => {

var map = {
    "./aPage": [
```

```
        2,
        "aPage"
    ],
    "./bPage": [
        6,
        "bPage"
    ]
};
function webpackAsyncContext(req) {
    if(!__webpack_require__.o(map, req)) {
        return Promise.resolve().then(() => {
            var e = new Error("Cannot find module '" + req + "'");
            e.code = 'MODULE_NOT_FOUND';
            throw e;
        });
    }

    var ids = map[req], id = ids[0];
    return __webpack_require__.e(ids[1]).then(() => {
        return __webpack_require__.t(id, 7 | 16);
    });
}
webpackAsyncContext.keys = () => (Object.keys(map));
webpackAsyncContext.id = 4;
module.exports = webpackAsyncContext;

/***/ })
]]);
```

dist/pageA.bundle.js

```
/******/ (() => { // webpackBootstrap
/******/     var __webpack_modules__ = ([
/* 0 */
/*!*********************!*\
  !*** ./aEntry.js ***!
  \*********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__ */
/***/ ((__unused_webpack_module, __unused_webpack_exports, __webpack_require__) => {

// Just show the page "a"
var render = __webpack_require__(/*! ./render */ 1);
render(__webpack_require__(/*! ./aPage */ 2));
```

```
/***/ })
/******/    ]);
```

/* webpack runtime code */

```
/************************************************************************/
/******/    // The module cache
/******/    var __webpack_module_cache__ = {};
/******/
/******/    // The require function
/******/    function __webpack_require__(moduleId) {
/******/        // Check if module is in cache
/******/        var cachedModule = __webpack_module_cache__[moduleId];
/******/        if (cachedModule !== undefined) {
/******/            return cachedModule.exports;
/******/        }
/******/        // Create a new module (and put it into the cache)
/******/        var module = __webpack_module_cache__[moduleId] = {
/******/            // no module.id needed
/******/            // no module.loaded needed
/******/            exports: {}
/******/        };
/******/
/******/        // Execute the module function
/******/        __webpack_modules__[moduleId](module, module.exports, __webpack_require__);
/******/
/******/        // Return the exports of the module
/******/        return module.exports;
/******/    }
/******/
/******/    // expose the modules object (__webpack_modules__)
/******/    __webpack_require__.m = __webpack_modules__;
/******/
/************************************************************************/
/******/    /* webpack/runtime/chunk loaded */
/******/    (() => {
/******/        var deferred = [];
/******/        __webpack_require__.O = (result, chunkIds, fn, priority) => {
/******/            if(chunkIds) {
/******/                priority = priority || 0;
/******/                for(var i = deferred.length; i > 0 && deferred[i - 1][2] > priority
/******/                deferred[i] = [chunkIds, fn, priority];
/******/                return;
/******/            }
/******/            var notFulfilled = Infinity;
/******/            for (var i = 0; i < deferred.length; i++) {
/******/                var [chunkIds, fn, priority] = deferred[i];
```

```
/******/                var fulfilled = true;
/******/                for (var j = 0; j < chunkIds.length; j++) {
/******/                    if ((priority & 1 === 0 || notFulfilled >= priority) && Object.
/******/                        chunkIds.splice(j--, 1);
/******/                    } else {
/******/                        fulfilled = false;
/******/                        if(priority < notFulfilled) notFulfilled = priority;
/******/                    }
/******/                }
/******/                if(fulfilled) {
/******/                    deferred.splice(i--, 1)
/******/                    var r = fn();
/******/                    if (r !== undefined) result = r;
/******/                }
/******/            }
/******/            return result;
/******/        };
/******/    })();
/******/
/******/    /* webpack/runtime/create fake namespace object */
/******/    (() => {
/******/        var getProto = Object.getPrototypeOf ? (obj) => (Object.getPrototypeOf(obj)
/******/        var leafPrototypes;
/******/        // create a fake namespace object
/******/        // mode & 1: value is a module id, require it
/******/        // mode & 2: merge all properties of value into the ns
/******/        // mode & 4: return value when already ns object
/******/        // mode & 16: return value when it's Promise-like
/******/        // mode & 8|1: behave like require
/******/        __webpack_require__.t = function(value, mode) {
/******/            if(mode & 1) value = this(value);
/******/            if(mode & 8) return value;
/******/            if(typeof value === 'object' && value) {
/******/                if((mode & 4) && value.__esModule) return value;
/******/                if((mode & 16) && typeof value.then === 'function') return value;
/******/            }
/******/            var ns = Object.create(null);
/******/            __webpack_require__.r(ns);
/******/            var def = {};
/******/            leafPrototypes = leafPrototypes || [null, getProto({}), getProto([]), g
/******/            for(var current = mode & 2 && value; typeof current == 'object' && !~le
/******/                Object.getOwnPropertyNames(current).forEach((key) => (def[key] = ()
/******/            }
/******/            def['default'] = () => (value);
/******/            __webpack_require__.d(ns, def);
/******/            return ns;
```

```
/******/ 	};
/******/ })();
/******/
/******/ /* webpack/runtime/define property getters */
/******/ (() => {
/******/ 	// define getter functions for harmony exports
/******/ 	__webpack_require__.d = (exports, definition) => {
/******/ 		for(var key in definition) {
/******/ 			if(__webpack_require__.o(definition, key) && !__webpack_require__.o
/******/ 				Object.defineProperty(exports, key, { enumerable: true, get: de
/******/ 			}
/******/ 		}
/******/ 	};
/******/ })();
/******/
/******/ /* webpack/runtime/ensure chunk */
/******/ (() => {
/******/ 	__webpack_require__.f = {};
/******/ 	// This file contains only the entry chunk.
/******/ 	// The chunk loading function for additional chunks
/******/ 	__webpack_require__.e = (chunkId) => {
/******/ 		return Promise.all(Object.keys(__webpack_require__.f).reduce((promises,
/******/ 			__webpack_require__.f[key](chunkId, promises);
/******/ 			return promises;
/******/ 		}, []));
/******/ 	};
/******/ })();
/******/
/******/ /* webpack/runtime/get javascript chunk filename */
/******/ (() => {
/******/ 	// This function allow to reference async chunks
/******/ 	__webpack_require__.u = (chunkId) => {
/******/ 		// return url for filenames based on template
/******/ 		return "" + chunkId + ".bundle.js";
/******/ 	};
/******/ })();
/******/
/******/ /* webpack/runtime/hasOwnProperty shorthand */
/******/ (() => {
/******/ 	__webpack_require__.o = (obj, prop) => (Object.prototype.hasOwnProperty.cal
/******/ })();
/******/
/******/ /* webpack/runtime/load script */
/******/ (() => {
/******/ 	var inProgress = {};
/******/ 	// data-webpack is not used as build has no uniqueName
```

```
/******/         // loadScript function to load a script via script tag
/******/         __webpack_require__.l = (url, done, key, chunkId) => {
/******/             if(inProgress[url]) { inProgress[url].push(done); return; }
/******/             var script, needAttach;
/******/             if(key !== undefined) {
/******/                 var scripts = document.getElementsByTagName("script");
/******/                 for(var i = 0; i < scripts.length; i++) {
/******/                     var s = scripts[i];
/******/                     if(s.getAttribute("src") == url) { script = s; break; }
/******/                 }
/******/             }
/******/             if(!script) {
/******/                 needAttach = true;
/******/                 script = document.createElement('script');
/******/
/******/                 script.charset = 'utf-8';
/******/                 script.timeout = 120;
/******/                 if (__webpack_require__.nc) {
/******/                     script.setAttribute("nonce", __webpack_require__.nc);
/******/                 }
/******/
/******/                 script.src = url;
/******/             }
/******/             inProgress[url] = [done];
/******/             var onScriptComplete = (prev, event) => {
/******/                 // avoid mem leaks in IE.
/******/                 script.onerror = script.onload = null;
/******/                 clearTimeout(timeout);
/******/                 var doneFns = inProgress[url];
/******/                 delete inProgress[url];
/******/                 script.parentNode && script.parentNode.removeChild(script);
/******/                 doneFns && doneFns.forEach((fn) => (fn(event)));
/******/                 if(prev) return prev(event);
/******/             }
/******/             ;
/******/             var timeout = setTimeout(onScriptComplete.bind(null, undefined, { type:
/******/             script.onerror = onScriptComplete.bind(null, script.onerror);
/******/             script.onload = onScriptComplete.bind(null, script.onload);
/******/             needAttach && document.head.appendChild(script);
/******/         };
/******/     })();
/******/
/******/     /* webpack/runtime/make namespace object */
/******/     (() => {
/******/         // define __esModule on exports
/******/         __webpack_require__.r = (exports) => {
```

```
/******/            if(typeof Symbol !== 'undefined' && Symbol.toStringTag) {
/******/                Object.defineProperty(exports, Symbol.toStringTag, { value: 'Module
/******/            }
/******/            Object.defineProperty(exports, '__esModule', { value: true });
/******/        };
/******/    })();
/******/
/******/    /* webpack/runtime/publicPath */
/******/    (() => {
/******/        __webpack_require__.p = "dist/";
/******/    })();
/******/
/******/    /* webpack/runtime/jsonp chunk loading */
/******/    (() => {
/******/        // no baseURI
/******/
/******/        // object to store loaded and loading chunks
/******/        // undefined = chunk not loaded, null = chunk preloaded/prefetched
/******/        // [resolve, reject, Promise] = chunk loading, 0 = chunk loaded
/******/        var installedChunks = {
/******/            "pageA": 0
/******/        };
/******/
/******/        __webpack_require__.f.j = (chunkId, promises) => {
/******/                // JSONP chunk loading for javascript
/******/                var installedChunkData = __webpack_require__.o(installedChunks, chu
/******/                if(installedChunkData !== 0) { // 0 means "already installed".
/******/
/******/                    // a Promise means "currently loading".
/******/                    if(installedChunkData) {
/******/                        promises.push(installedChunkData[2]);
/******/                    } else {
/******/                        if(true) { // all chunks have JS
/******/                            // setup Promise in chunk cache
/******/                            var promise = new Promise((resolve, reject) => (install
/******/                            promises.push(installedChunkData[2] = promise);
/******/
/******/                            // start chunk loading
/******/                            var url = __webpack_require__.p + __webpack_require__.u
/******/                            // create error before stack unwound to get useful stac
/******/                            var error = new Error();
/******/                            var loadingEnded = (event) => {
/******/                                if(__webpack_require__.o(installedChunks, chunkId))
/******/                                    installedChunkData = installedChunks[chunkId];
/******/                                    if(installedChunkData !== 0) installedChunks[ch
/******/                                    if(installedChunkData) {
```

```
/******/                                     var errorType = event && (event.type === 'l
/******/                                     var realSrc = event && event.target && even
/******/                                     error.message = 'Loading chunk ' + chunkId
/******/                                     error.name = 'ChunkLoadError';
/******/                                     error.type = errorType;
/******/                                     error.request = realSrc;
/******/                                     installedChunkData[1](error);
/******/                                 }
/******/                             }
/******/                         };
/******/                         __webpack_require__.l(url, loadingEnded, "chunk-" + chu
/******/                     } else installedChunks[chunkId] = 0;
/******/                 }
/******/             }
/******/         };
/******/
/******/         // no prefetching
/******/
/******/         // no preloaded
/******/
/******/         // no HMR
/******/
/******/         // no HMR manifest
/******/
/******/         __webpack_require__.O.j = (chunkId) => (installedChunks[chunkId] === 0);
/******/
/******/         // install a JSONP callback for chunk loading
/******/         var webpackJsonpCallback = (parentChunkLoadingFunction, data) => {
/******/             var [chunkIds, moreModules, runtime] = data;
/******/             // add "moreModules" to the modules object,
/******/             // then flag all "chunkIds" as loaded and fire callback
/******/             var moduleId, chunkId, i = 0;
/******/             if(chunkIds.some((id) => (installedChunks[id] !== 0))) {
/******/                 for(moduleId in moreModules) {
/******/                     if(__webpack_require__.o(moreModules, moduleId)) {
/******/                         __webpack_require__.m[moduleId] = moreModules[moduleId];
/******/                     }
/******/                 }
/******/                 if(runtime) var result = runtime(__webpack_require__);
/******/             }
/******/             if(parentChunkLoadingFunction) parentChunkLoadingFunction(data);
/******/             for(;i < chunkIds.length; i++) {
/******/                 chunkId = chunkIds[i];
/******/                 if(__webpack_require__.o(installedChunks, chunkId) && installedChun
/******/                     installedChunks[chunkId][0]();
/******/                 }
```

```
/******/                 installedChunks[chunkIds[i]] = 0;
/******/             }
/******/             return __webpack_require__.O(result);
/******/         }
/******/
/******/         var chunkLoadingGlobal = self["webpackChunk"] = self["webpackChunk"] || [];
/******/         chunkLoadingGlobal.forEach(webpackJsonpCallback.bind(null, 0));
/******/         chunkLoadingGlobal.push = webpackJsonpCallback.bind(null, chunkLoadingGloba
/******/     })();
/******/
/************************************************************************/

/******/
/******/     // startup
/******/     // Load entry module and return exports
/******/     // This entry module depends on other loaded chunks and execution need to be de
/******/     __webpack_require__.O(undefined, ["router_js","aPage"], () => (__webpack_requir
/******/     var __webpack_exports__ = __webpack_require__.O(undefined, ["router_js","aPage"
/******/     __webpack_exports__ = __webpack_require__.O(__webpack_exports__);
/******/
/******/ })()
;
```

dist/aPage.bundle.js

```
(self["webpackChunk"] = self["webpackChunk"] || []).push([["aPage"],{

/***/ 2:
/*!******************!*\
  !*** ./aPage.js ***!
  \******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {

module.exports = function() {
    return "This is page A.";
};

/***/ })

}]);
```

Info

Unoptimized

```
asset pageB.bundle.js 13 KiB [emitted] (name: pageB)
asset pageA.bundle.js 13 KiB [emitted] (name: pageA)
asset router_js.bundle.js 2.45 KiB [emitted]
asset aPage.bundle.js 392 bytes [emitted] (name: aPage)
asset bPage.bundle.js 392 bytes [emitted] (name: bPage)
Entrypoint pageA 15.9 KiB = router_js.bundle.js 2.45 KiB aPage.bundle.js 392 bytes pageA.bun
Entrypoint pageB 15.9 KiB = router_js.bundle.js 2.45 KiB bPage.bundle.js 392 bytes pageB.bun
chunk (runtime: pageA, pageB) aPage.bundle.js (aPage) 59 bytes [initial] [rendered] reused a
  > ./aPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace object ./aPage
  > ./aEntry pageA
  > ./router pageA
  ./aPage.js 59 bytes [built] [code generated]
    [used exports unknown]
    cjs require ./aPage ./aEntry.js 3:7-25
    cjs self exports reference ./aPage.js 1:0-14
    import() context element ./aPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace o
chunk (runtime: pageA, pageB) bPage.bundle.js (bPage) 59 bytes [initial] [rendered] reused a
  > ./bPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace object ./bPage
  > ./bEntry pageB
  > ./router pageB
  ./bPage.js 59 bytes [built] [code generated]
    [used exports unknown]
    cjs require ./bPage ./bEntry.js 3:7-25
    cjs self exports reference ./bPage.js 1:0-14
    import() context element ./bPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace o
chunk (runtime: pageA) pageA.bundle.js (pageA) 87 bytes (javascript) 7.61 KiB (runtime) [ent
  > ./aEntry pageA
  > ./router pageA
  runtime modules 7.61 KiB 10 modules
  ./aEntry.js 87 bytes [built] [code generated]
    [used exports unknown]
    entry ./aEntry pageA
chunk (runtime: pageB) pageB.bundle.js (pageB) 87 bytes (javascript) 7.61 KiB (runtime) [ent
  > ./bEntry pageB
  > ./router pageB
  runtime modules 7.61 KiB 10 modules
  ./bEntry.js 87 bytes [built] [code generated]
    [used exports unknown]
    entry ./bEntry pageB
chunk (runtime: pageA, pageB) router_js.bundle.js 951 bytes [initial] [rendered] split chunk
  > ./aEntry pageA
  > ./router pageA
```

```
  > ./bEntry pageB
  > ./router pageB
  dependent modules 218 bytes [dependent] 2 modules
  ./router.js 733 bytes [built] [code generated]
    [used exports unknown]
    entry ./router pageA
    entry ./router pageB
webpack 5.51.1 compiled successfully
```

Production mode

```
asset pageA.bundle.js 2.83 KiB [emitted] [minimized] (name: pageA)
asset pageB.bundle.js 2.83 KiB [emitted] [minimized] (name: pageB)
asset router_js.bundle.js 544 bytes [emitted] [minimized]
asset aPage.bundle.js 117 bytes [emitted] [minimized] (name: aPage)
asset bPage.bundle.js 117 bytes [emitted] [minimized] (name: bPage)
Entrypoint pageA 3.48 KiB = router_js.bundle.js 544 bytes aPage.bundle.js 117 bytes pageA.bu
Entrypoint pageB 3.48 KiB = router_js.bundle.js 544 bytes bPage.bundle.js 117 bytes pageB.bu
chunk (runtime: pageA, pageB) aPage.bundle.js (aPage) 59 bytes [initial] [rendered] reused a
  > ./aPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace object ./aPage
  > ./aEntry pageA
  > ./router pageA
  ./aPage.js 59 bytes [built] [code generated]
    [used exports unknown]
    cjs require ./aPage ./aEntry.js 3:7-25
    cjs self exports reference ./aPage.js 1:0-14
    import() context element ./aPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace o
chunk (runtime: pageA, pageB) bPage.bundle.js (bPage) 59 bytes [initial] [rendered] reused a
  > ./bPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace object ./bPage
  > ./bEntry pageB
  > ./router pageB
  ./bPage.js 59 bytes [built] [code generated]
    [used exports unknown]
    cjs require ./bPage ./bEntry.js 3:7-25
    cjs self exports reference ./bPage.js 1:0-14
    import() context element ./bPage ././ lazy ^\.\/.*Page$ chunkName: [request] namespace o
chunk (runtime: pageA) pageA.bundle.js (pageA) 87 bytes (javascript) 7.61 KiB (runtime) [ent
  > ./aEntry pageA
  > ./router pageA
  runtime modules 7.61 KiB 10 modules
  ./aEntry.js 87 bytes [built] [code generated]
    [no exports used]
    entry ./aEntry pageA
chunk (runtime: pageB) pageB.bundle.js (pageB) 87 bytes (javascript) 7.61 KiB (runtime) [ent
  > ./bEntry pageB
  > ./router pageB
```

```
  runtime modules 7.61 KiB 10 modules
  ./bEntry.js 87 bytes [built] [code generated]
    [no exports used]
    entry ./bEntry pageB
chunk (runtime: pageA, pageB) router_js.bundle.js 951 bytes [initial] [rendered] split chunk
  > ./aEntry pageA
  > ./router pageA
  > ./bEntry pageB
  > ./router pageB
  dependent modules 218 bytes [dependent] 2 modules
  ./router.js 733 bytes [built] [code generated]
    [no exports used]
    entry ./router pageA
    entry ./router pageB
webpack 5.51.1 compiled successfully
```