

example.js

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

// get module id
var aId = require.resolve("./a.js");

// clear module in require.cache
delete require.cache[aId];

// require module again, it should be reexecuted
var a2 = require("./a");

// verify it
if(a == a2) throw new Error("Cache clear failed :(");
```

a.js

```
module.exports = Math.random();
```

dist/output.js

```
/***/ ((() => { // webpackBootstrap
/***/      var __webpack_modules__ = ([
/* 0 */
/*!*****!\
  *** ./example.js ***!
 \*****/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__, __webpack_require__.c, module.id,
module.loaded, __webpack_require__.*, module */
/***/ ((module, __unused_webpack_exports, __webpack_require__) => {

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

// get module id
var aId = /*require.resolve*/(/*! ./a.js */ 1);

// clear module in require.cache
delete __webpack_require__.c[aId];

// require module again, it should be reexecuted
var a2 = __webpack_require__(/*! ./a */ 1);

// verify it
```

```

if(a == a2) throw new Error("Cache clear failed :(");

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

module.exports = Math.random();

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

```

► /* webpack runtime code */

```

/*****/
/*****/          // module cache are used so entry inlining is disabled
/*****/          // startup
/*****/          // Load entry module and return exports
/*****/          var __webpack_exports__ = __webpack_require__(0);
/*****/
/*****/ } ) ()
;

```

Info

Unoptimized

```

asset output.js 2.41 KiB [emitted] (name: main)
chunk (runtime: main) output.js (main) 313 bytes [entry] [rendered]
  > ./example.js main
    dependent modules 31 bytes [dependent] 1 module
    ./example.js 282 bytes [built] [code generated]
      [used exports unknown]
    entry ./example.js main
webpack 5.51.1 compiled successfully

```

Production mode

```

asset output.js 311 bytes [emitted] [minimized] (name: main)
chunk (runtime: main) output.js (main) 313 bytes [entry] [rendered]
  > ./example.js main
    dependent modules 31 bytes [dependent] 1 module
    ./example.js 282 bytes [built] [code generated]

```

```
[no exports used]  
entry ./example.js main  
webpack 5.51.1 compiled successfully
```