

example.js

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

require.ensure(["b"], function(require) {
  // a named chunk
  var c = require("c");
}, "my own chunk");

require.ensure(["b"], function(require) {
  // another chunk with the same name
  var d = require("d");
}, "my own chunk");

require.ensure([], function(require) {
  // the same again
}, "my own chunk");

require.ensure(["b"], function(require) {
  // chunk without name
  var d = require("d");
});
```

dist/output.js

```
/***/ ((() => { // webpackBootstrap
/***/   var __webpack_modules__ = ([
/* 0 */,
/* 1 */
/*!*****!\
  !*** ./node_modules/a.js ***!
  \*****\
  /*! unknown exports (runtime-defined) */
  /*! runtime requirements: */
  ***/ ((() => {

// module a

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

/* webpack runtime code */

/***/
/***/   // The module cache
/***/   var __webpack_module_cache__ = {};
```

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/*****/
/*****/ // 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/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 + ".output.js";
/*****/     };

```

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/*****/ }());
/*****/
/*****/ /* webpack/runtime/hasOwnProperty shorthand */
/*****/ (() => {
/*****/   __webpack_require___.o = (obj, prop) => (Object.prototype.hasOwnProperty.call
/*****/   )();
/*****/
/*****/ /* 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);
/*****/     }
/*****/     }
/*****/     ;

```

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/*****/      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/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 = {
/*****/              179: 0
/*****/          };
/*****/
/*****/          __webpack_require___.f.j = (chunkId, promises) => {
/*****/              // JSONP chunk loading for javascript
/*****/              var installedChunkData = __webpack_require___.o(installedChunks, chunkId) || {
/*****/                  installedChunkData: 0
/*****/              };
/*****/              // 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) => (installChunkData(chunkId, resolve, reject) || {
/*****/                          installedChunkData: 0
/*****/                      }));
/*****/                      promises.push(installedChunkData[2] = promise);
/*****/
/*****/                      // start chunk loading
/*****/                      var url = __webpack_require___.p + __webpack_require___.u(chunkId);
/*****/                      // create error before stack unwound to get useful stack trace
/*****/                      var error = new Error();
/*****/                      var loadingEnded = (event) => {
/*****/                          if(__webpack_require___.o(installedChunks, chunkId) === false)
/*****/                              return;
/*****/                          installedChunkData = installedChunks[chunkId];
/*****/                          if(installedChunkData !== 0) installedChunks[chunkId] = {
/*****/                              installedChunkData: 0
/*****/                          };
/*****/                      };

```


dist/666.output.js

```
(self["webpackChunk"] = self["webpackChunk"] || []).push([[666],[
/* 0 */,
/* 1 */,
/* 2 */
/*!*****!\
!*** ./node_modules/b.js ***!
\******/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: */
****/ (() => {

// module b

****/ }),
/* 3 */
/*!*****!\
!*** ./node_modules/c.js ***!
\******/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: */
****/ (() => {

// module c

****/ }),
/* 4 */
/*!*****!\
!*** ./node_modules/d.js ***!
\******/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: */
****/ (() => {

// module d

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

dist/885.output.js

```
(self["webpackChunk"] = self["webpackChunk"] || []).push([[885],[
/* 0 */,
/* 1 */,
```

```

/* 2 */
/*!*****!\
  *** ./node_modules/b.js ***!
  \******/
  /*! unknown exports (runtime-defined) */
  /*! runtime requirements: */
  /***/ (( ) => {

// module b

/***/ } ),
/* 3 */,
/* 4 */
/*!*****!\
  *** ./node_modules/d.js ***!
  \******/
  /*! unknown exports (runtime-defined) */
  /*! runtime requirements: */
  /***/ (( ) => {

// module d

/***/ })
]);

```

Info

Unoptimized

```

asset output.js 9.83 KiB [emitted] (name: main)
asset 666.output.js 735 bytes [emitted] (name: my own chunk)
asset 885.output.js 528 bytes [emitted]
chunk (runtime: main) output.js (main) 432 bytes (javascript) 4.98 KiB (runtime) [entry] [rendered]
  > ./example.js main
    runtime modules 4.98 KiB 6 modules
    dependent modules 11 bytes [dependent] 1 module
    ./example.js 421 bytes [built] [code generated]
      [used exports unknown]
      entry ./example.js main
chunk (runtime: main) 666.output.js (my own chunk) 33 bytes [rendered]
  > ./example.js 13:0-15:18
  > ./example.js 3:0-6:18
  > ./example.js 8:0-11:18
  ./node_modules/b.js 11 bytes [built] [code generated]
    [used exports unknown]

```



```

    require.ensure item b ./example.js 3:0-6:18
    require.ensure item b ./example.js 8:0-11:18
    require.ensure item b ./example.js 17:0-20:2
./node_modules/c.js 11 bytes [built] [code generated]
  [used exports unknown]
    cjs require c ./example.js 5:9-21
./node_modules/d.js 11 bytes [built] [code generated]
  [used exports unknown]
    cjs require d ./example.js 10:9-21
    cjs require d ./example.js 19:9-21
chunk (runtime: main) 885.output.js 22 bytes [rendered]
> ./example.js 17:0-20:2
./node_modules/b.js 11 bytes [built] [code generated]
  [used exports unknown]
    require.ensure item b ./example.js 3:0-6:18
    require.ensure item b ./example.js 8:0-11:18
    require.ensure item b ./example.js 17:0-20:2
./node_modules/d.js 11 bytes [built] [code generated]
  [used exports unknown]
    cjs require d ./example.js 10:9-21
    cjs require d ./example.js 19:9-21
webpack 5.51.1 compiled successfully

```

Production mode

```

asset output.js 1.88 KiB [emitted] [minimized] (name: main)
asset 666.output.js 95 bytes [emitted] [minimized] (name: my own chunk)
asset 885.output.js 80 bytes [emitted] [minimized]
chunk (runtime: main) output.js (main) 432 bytes (javascript) 4.98 KiB (runtime) [entry] [rendered]
> ./example.js main
runtime modules 4.98 KiB 6 modules
dependent modules 11 bytes [dependent] 1 module
./example.js 421 bytes [built] [code generated]
  [no exports used]
  entry ./example.js main
chunk (runtime: main) 666.output.js (my own chunk) 33 bytes [rendered]
> ./example.js 13:0-15:18
> ./example.js 3:0-6:18
> ./example.js 8:0-11:18
./node_modules/b.js 11 bytes [built] [code generated]
  [used exports unknown]
    require.ensure item b ./example.js 3:0-6:18
    require.ensure item b ./example.js 8:0-11:18
    require.ensure item b ./example.js 17:0-20:2
./node_modules/c.js 11 bytes [built] [code generated]
  [used exports unknown]

```

```
cjs require c ./example.js 5:9-21
./node_modules/d.js 11 bytes [built] [code generated]
[used exports unknown]
cjs require d ./example.js 10:9-21
cjs require d ./example.js 19:9-21
chunk (runtime: main) 885.output.js 22 bytes [rendered]
> ./example.js 17:0-20:2
./node_modules/b.js 11 bytes [built] [code generated]
[used exports unknown]
require.ensure item b ./example.js 3:0-6:18
require.ensure item b ./example.js 8:0-11:18
require.ensure item b ./example.js 17:0-20:2
./node_modules/d.js 11 bytes [built] [code generated]
[used exports unknown]
cjs require d ./example.js 10:9-21
cjs require d ./example.js 19:9-21
webpack 5.51.1 compiled successfully
```