

example.js

This example illustrates how to leverage the `import()` syntax to create ContextModules which are separated into separate chunks for each module in the `./templates` folder.

```
async function getTemplate(templateName) {
  try {
    let template = await import(`./templates/${templateName}`);
    console.log(template);
  } catch(err) {
    console.error("template error");
    return new Error(err);
  }
}

getTemplate("foo");
getTemplate("bar");
getTemplate("baz");
```

templates/

- foo.js
- baz.js
- bar.js

All templates are of this pattern:

```
var foo = "foo";

export default foo;
```

dist/output.js

```
/***/ ((() => { // webpackBootstrap
/***/      var __webpack_modules__ = ([
/* 0 */,
/* 1 */
/*!*****!*\
  *** ./templates/ lazy ^\.\.*$ 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 = {
  "./bar": [
    2,
    398
  ],
  "./bar.js": [
    2,
    398
  ],
  "./baz": [
    3,
    544
  ],
  "./baz.js": [
    3,
    544
  ],
  "./foo": [
    4,
    718
  ],
  "./foo.js": [
    4,
    718
  ]
];

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__(id);
  });
}

webpackAsyncContext.keys = () => (Object.keys(map));
webpackAsyncContext.id = 1;
module.exports = webpackAsyncContext;

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

```

```

/* 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/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 + ".output.js";
/*****/          };
/*****/      }());
/*****/
/*****/      /* 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) {

```



```

/*****/ // [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) ?
/*****/   installedChunks[chunkId] : undefined;
/*****/   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) => (installChunkData(chunkId,
/*****/         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) &&
/*****/           installedChunkData = installedChunks[chunkId] &&
/*****/           installedChunkData !== 0) {
/*****/             if(installedChunkData[1] === 0) {
/*****/               if(installedChunkData) {
/*****/                 var errorType = event.type && (event.type === 'load' ? 'chunkload' :
/*****/                 'scripterror');
/*****/                 var realSrc = event.target && event.target.src;
/*****/                 error.message = 'Loading chunk ' + chunkId + ' failed. ' +
/*****/                 (errorType === 'chunkload' ? 'The chunk is not loaded.' : 'The chunk
/*****/                 'script was not loaded by the browser. ');
/*****/                 error.name = 'ChunkLoadError';
/*****/                 error.type = errorType;
/*****/                 error.request = realSrc;
/*****/                 installedChunkData[1] = error;
/*****/               }
/*****/             }
/*****/           }
/*****/         };
/*****/         __webpack_require__.l(url, loadingEnded, "chunk-" + chunkId + ".js", true);
/*****/       } else installedChunks[chunkId] = 0;
/*****/     }
/*****/   }
/*****/ };
/*****/
/*****/ // no prefetching
/*****/

```

```

/*****/      // no preloaded
/*****/
/*****/      // no HMR
/*****/
/*****/      // no HMR manifest
/*****/
/*****/      // no on chunks loaded
/*****/
/*****/      // 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) && installedChunks[chunkId][0]())
/*****/                  installedChunks[chunkId][0]();
/*****/              installedChunks[chunkIds[i]] = 0;
/*****/          }
/*****/      }
/*****/
/*****/      var chunkLoadingGlobal = self["webpackChunk"] = self["webpackChunk"] || [];
/*****/      chunkLoadingGlobal.forEach(webpackJsonpCallback.bind(null, 0));
/*****/      chunkLoadingGlobal.push = webpackJsonpCallback.bind(null, chunkLoadingGlobal
/*****/      )();
/*****/
/*****/
/*****/
/*****/
var __webpack_exports__ = {};
// This entry need to be wrapped in an IIFE because it need to be isolated against other mo
(() => {
/*!*****!*\
!*** ./example.js ***!
\******/

```

```

/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__ */
async function getTemplate(templateName) {
  try {
    let template = await __webpack_require__(1)(`./${templateName}`);
    console.log(template);
  } catch(err) {
    console.error("template error");
    return new Error(err);
  }
}

getTemplate("foo");
getTemplate("bar");
getTemplate("baz");

})();

/***/ }()
;

```

Info

Unoptimized

```

asset output.js 11 KiB [emitted] (name: main)
asset 398.output.js 858 bytes [emitted]
asset 544.output.js 858 bytes [emitted]
asset 718.output.js 858 bytes [emitted]
chunk (runtime: main) output.js (main) 441 bytes (javascript) 5.54 KiB (runtime) [entry] [r
  > ./example.js main
runtime modules 5.54 KiB 8 modules
dependent modules 160 bytes [dependent] 1 module
./example.js 281 bytes [built] [code generated]
  [used exports unknown]
  entry ./example.js main
chunk (runtime: main) 398.output.js 38 bytes [rendered]
  > ./bar ./templates/ lazy ^\.\./.*$ namespace object ./bar
  > ./bar.js ./templates/ lazy ^\.\./.*$ namespace object ./bar.js
./templates/bar.js 38 bytes [optional] [built] [code generated]
  [exports: default]
  [used exports unknown]
  import() context element ./bar ./templates/ lazy ^\.\./.*$ namespace object ./bar

```



```

import() context element ./bar.js ./templates/ lazy ^\.\./*$ namespace object ./bar.js
chunk (runtime: main) 544.output.js 38 bytes [rendered]
> ./baz ./templates/ lazy ^\.\./*$ namespace object ./baz
> ./baz.js ./templates/ lazy ^\.\./*$ namespace object ./baz.js
./templates/baz.js 38 bytes [optional] [built] [code generated]
[exports: default]
[used exports unknown]
import() context element ./baz ./templates/ lazy ^\.\./*$ namespace object ./baz
import() context element ./baz.js ./templates/ lazy ^\.\./*$ namespace object ./baz.js
chunk (runtime: main) 718.output.js 38 bytes [rendered]
> ./foo ./templates/ lazy ^\.\./*$ namespace object ./foo
> ./foo.js ./templates/ lazy ^\.\./*$ namespace object ./foo.js
./templates/foo.js 38 bytes [optional] [built] [code generated]
[exports: default]
[used exports unknown]
import() context element ./foo ./templates/ lazy ^\.\./*$ namespace object ./foo
import() context element ./foo.js ./templates/ lazy ^\.\./*$ namespace object ./foo.js
webpack 5.51.1 compiled successfully

```

Production mode

```

asset output.js 2.44 KiB [emitted] [minimized] (name: main)
asset 398.output.js 130 bytes [emitted] [minimized]
asset 544.output.js 130 bytes [emitted] [minimized]
asset 718.output.js 130 bytes [emitted] [minimized]
chunk (runtime: main) output.js (main) 441 bytes (javascript) 5.54 KiB (runtime) [entry] [re
> ./example.js main
runtime modules 5.54 KiB 8 modules
dependent modules 160 bytes [dependent] 1 module
./example.js 281 bytes [built] [code generated]
[no exports used]
entry ./example.js main
chunk (runtime: main) 398.output.js 38 bytes [rendered]
> ./bar ./templates/ lazy ^\.\./*$ namespace object ./bar
> ./bar.js ./templates/ lazy ^\.\./*$ namespace object ./bar.js
./templates/bar.js 38 bytes [optional] [built] [code generated]
[exports: default]
import() context element ./bar ./templates/ lazy ^\.\./*$ namespace object ./bar
import() context element ./bar.js ./templates/ lazy ^\.\./*$ namespace object ./bar.js
chunk (runtime: main) 544.output.js 38 bytes [rendered]
> ./baz ./templates/ lazy ^\.\./*$ namespace object ./baz
> ./baz.js ./templates/ lazy ^\.\./*$ namespace object ./baz.js
./templates/baz.js 38 bytes [optional] [built] [code generated]
[exports: default]
import() context element ./baz ./templates/ lazy ^\.\./*$ namespace object ./baz
import() context element ./baz.js ./templates/ lazy ^\.\./*$ namespace object ./baz.js

```

```
chunk (runtime: main) 718.output.js 38 bytes [rendered]
> ./foo ./templates/ lazy ^\./.*$ namespace object ./foo
> ./foo.js ./templates/ lazy ^\./.*$ namespace object ./foo.js
./templates/foo.js 38 bytes [optional] [built] [code generated]
[exports: default]
import() context element ./foo ./templates/ lazy ^\./.*$ namespace object ./foo
import() context element ./foo.js ./templates/ lazy ^\./.*$ namespace object ./foo.js
webpack 5.51.1 compiled successfully
```