

This is a very simple example that shows the usage of the asset module type.

Files can be imported like other modules without file-loader.

example.js

```
import png from "./images/file.png";
import jpg from "./images/file.jpg";
import svg from "./images/file.svg";

const container = document.createElement("div");
Object.assign(container.style, {
  display: "flex",
  justifyContent: "center"
});
document.body.appendChild(container);

function createImageElement(title, src) {
  const div = document.createElement("div");
  div.style.textAlign = "center";

  const h2 = document.createElement("h2");
  h2.textContent = title;
  div.appendChild(h2);

  const img = document.createElement("img");
  img.setAttribute("src", src);
  img.setAttribute("width", "150");
  div.appendChild(img);

  container.appendChild(div);
}

[png, jpg, svg].forEach(src => {
  createImageElement(src.split(".").pop(), src);
});
```

webpack.config.js

```
module.exports = {
  output: {
    assetModuleFilename: "images/[hash][ext]"
  },
  module: {
    rules: [
```

```

        {
            test: /\.(png|jpg|svg)$/ ,
            type: "asset"
        }
    ]
}
};

```

js/output.js

```

/*****/ (() => { // webpackBootstrap
/*****/     "use strict";
/*****/     var __webpack_modules__ = ([
/* 0 */,
/* 1 */
/*!*****!*\
    *** ./images/file.png ***!
    \******/
/*! default exports */
/*! exports [not provided] [no usage info] */
/*! runtime requirements: module, __webpack_require__.p, __webpack_require__.* */
/***/ ((module, __unused_webpack_exports, __webpack_require__) => {

    module.exports = __webpack_require__.p + "images/89a353e9c515885abd8e.png";

    /**/ }),
/* 2 */
/*!*****!*\
    *** ./images/file.jpg ***!
    \******/
/*! default exports */
/*! exports [not provided] [no usage info] */
/*! runtime requirements: module */
/***/ ((module) => {

    module.exports = "...4CD/9M//Z";

    /**/ }),
/* 3 */
/*!*****!*\
    *** ./images/file.svg ***!
    \******/
/*! default exports */
/*! exports [not provided] [no usage info] */
/*! runtime requirements: module */

```

```

/***/ ((module) => {

module.exports = "...vc3ZnPgo=";

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

/* 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;
/***/    }
/***/
/***/
/***/    // 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/";
/*****/      })();
/*****/

/*****/
/*****/
/*****/
/*****/
/*****/
/*****/

var __webpack_exports__ = {};
// This entry need to be wrapped in an IIFE because it need to be isolated against other mo
(() => {
  /*!*****!*\
    *** ./example.js ***!
    \******/
  /*! namespace exports */
  /*! exports [not provided] [no usage info] */
  /*! runtime requirements: __webpack_require__, __webpack_require___.r, __webpack_exports__,
  __webpack_require___.r(__webpack_exports__);
  /* harmony import */ var _images_file_png__WEBPACK_IMPORTED_MODULE_0__ = __webpack_require_
  /* harmony import */ var _images_file_jpg__WEBPACK_IMPORTED_MODULE_1__ = __webpack_require_
  /* harmony import */ var _images_file_svg__WEBPACK_IMPORTED_MODULE_2__ = __webpack_require_

const container = document.createElement("div");
Object.assign(container.style, {
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});
document.body.appendChild(container);

function createImageElement(title, src) {
  const div = document.createElement("div");
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  const h2 = document.createElement("h2");
  h2.textContent = title;
  div.appendChild(h2);

  const img = document.createElement("img");
  img.setAttribute("src", src);
  img.setAttribute("width", "150");
  div.appendChild(img);

  container.appendChild(div);
}

```

```

[_images_file_png__WEBPACK_IMPORTED_MODULE_0__, _images_file_jpg__WEBPACK_IMPORTED_MODULE_1,
  createImageElement(src.split(".").pop(), src);
});

})();

/*****/ }>()
;

```

Info

webpack output

```

asset images/89a353e9c515885abd8e.png 14.6 KiB [emitted] [immutable] [from: images/file.png]
asset output.js 13 KiB [emitted] (name: main)
chunk (runtime: main) output.js (main) 9.58 KiB (javascript) 14.6 KiB (asset) 306 bytes (runtime)
> ./example.js main
dependent modules 8.86 KiB (javascript) 14.6 KiB (asset) [dependent] 3 modules
runtime modules 306 bytes 2 modules
./example.js 742 bytes [built] [code generated]
[no exports]
[used exports unknown]
entry ./example.js main
webpack 5.51.1 compiled successfully

```