example.js

```javascript
console.log(require("./index"));
```

index.ts

```typescript
const myName: string = "Junya";
const age: number = 22;

function getArray<T>(...args: T[]): T[] {
    return [...args];
}

console.log(getArray("foo", "bar"));
console.log(getArray(1, 2, 3));
```

webpack.config.js

```javascript
const ForkTsCheckerWebpackPlugin = require("fork-ts-checker-webpack-plugin");

module.exports = (env = "development") => ({
    mode: env,
    entry: {
        output: "./index.ts"
    },
    module: {
        rules: [
            {
                test: /\.tsx?$/,
                loader: "ts-loader",
                options: {
                    transpileOnly: true
                }
            }
        ]
    },
    resolve: {
        extensions: [".ts", ".js", ".json"]
    },
    plugins: [new ForkTsCheckerWebpackPlugin({ async: env === "production" })]
});
```

dist/output.js

```javascript
/******/ (() => { // webpackBootstrap
/******/     var __webpack_modules__ = ([
/* 0 */,
/* 1 */
/*!********************!*\
  !*** ./index.ts ***!
  \********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: top-level-this-exports */
/*! CommonJS bailout: this is used directly at 1:21-25 */
/***/ (function() {

var __spreadArray = (this && this.__spreadArray) || function (to, from) {
    for (var i = 0, il = from.length, j = to.length; i < il; i++, j++)
        to[j] = from[i];
    return to;
};
var myName = "Junya";
var age = 22;
function getArray() {
    var args = [];
    for (var _i = 0; _i < arguments.length; _i++) {
        args[_i] = arguments[_i];
    }
    return __spreadArray([], args);
}
console.log(getArray("foo", "bar"));
console.log(getArray(1, 2, 3));


/***/ })
/******/     ]);
/* 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].call(module.exports, module, module.exports,
/******/
/******/           // Return the exports of the module
/******/           return module.exports;
/******/       }
/******/
/************************************************************************/

var __webpack_exports__ = {};
// This entry need to be wrapped in an IIFE because it need to be isolated against other mod
(() => {
/*!********************!*\
  !*** ./example.js ***!
  \********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__ */
console.log(__webpack_require__(/*! ./index */ 1));

})();


/******/ })()
;
```

Info

Unoptimized

```
asset output.js 2.22 KiB [emitted] (name: main)
chunk (runtime: main) output.js (main) 513 bytes [entry] [rendered]
  > ./example.js main
  dependent modules 480 bytes [dependent] 1 module
  ./example.js 33 bytes [built] [code generated]
    [used exports unknown]
    entry ./example.js main
webpack 5.51.1 compiled successfully
```

Production mode

```
asset output.js 438 bytes [emitted] [minimized] (name: main)
chunk (runtime: main) output.js (main) 513 bytes [entry] [rendered]
  > ./example.js main
  dependent modules 480 bytes [dependent] 1 module
  ./example.js 33 bytes [built] [code generated]
    [no exports used]
    entry ./example.js main
webpack 5.51.1 compiled successfully
```