example.js

```
import { resetCounter, print } from "./methods";
setTimeout(async () => {
   const counter = await import("./counter");
   print(counter.value);
   counter.increment();
   counter.increment();
   counter.increment();
   print(counter.value);
   await resetCounter();
   print(counter.value);
}, 100);
methods.js
export const resetCounter = async () => {
   (await import("./counter")).reset();
};
export const print = value => console.log(value);
counter.js
export let value = 0;
export function increment() {
   value++;
export function decrement() {
   value--;
export function reset() {
   value = 0;
}
dist/output.js
/*****/ var __webpack_modules__ = ({});
/* 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(exp
/*****/
                       Object.defineProperty(exports, key, { enumerable: true, get: defini
/*****/
                   }
/*****/
               }
/*****/
           };
/*****/ })();
/*****/
/*****/ /* 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, key
/*****/
                   __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(ob
/*****/ })();
/*****/
/*****/ /* 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/import 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 = {
/*****/
                0: 0
/*****/
            };
/*****/
/*****/
            var installChunk = (data) => {
/*****/
               var {ids, modules, runtime} = data;
/*****/
               // add "modules" to the modules object,
/*****/
               // then flag all "ids" as loaded and fire callback
/*****/
               var moduleId, chunkId, i = 0;
```

```
/*****/
                for(moduleId in modules) {
/*****/
                   if(__webpack_require__.o(modules, moduleId)) {
/*****/
                        __webpack_require__.m[moduleId] = modules[moduleId];
/*****/
/*****/
                }
/*****/
                if(runtime) runtime(__webpack_require__);
/*****/
                for(;i < ids.length; i++) {</pre>
/*****/
                    chunkId = ids[i];
/*****/
                   if(__webpack_require__.o(installedChunks, chunkId) && installedChunks[c
/*****/
                        installedChunks[chunkId][0]();
/*****/
/*****/
                   installedChunks[ids[i]] = 0;
/*****/
                }
/*****/
/*****/
            }
/*****/
/*****/
            __webpack_require__.f.j = (chunkId, promises) => {
/*****/
                   // import() chunk loading for javascript
/*****/
                   var installedChunkData = __webpack_require__.o(installedChunks, chunkId
                   if(installedChunkData !== 0) { // O means "already installed".
/*****/
/*****/
/*****/
                       // a Promise means "currently loading".
/*****/
                        if(installedChunkData) {
/*****/
                           promises.push(installedChunkData[1]);
/*****/
                       } else {
/*****/
                           if(true) { // all chunks have JS
/*****/
                               // setup Promise in chunk cache
/*****/
                               var promise = import("./" + __webpack_require__.u(chunkId))
                                   if(installedChunks[chunkId] !== 0) installedChunks[chun
/*****/
/*****/
                                   throw e;
/*****/
                               });
/*****/
                               var promise = Promise.race([promise, new Promise((resolve)
/*****/
                               promises.push(installedChunkData[1] = promise);
/*****/
                           } else installedChunks[chunkId] = 0;
/*****/
                       }
/*****/
                   }
/*****/
            };
/*****/
/*****/
            // no external install chunk
/*****/
           // no on chunks loaded
/*****/
/*****/ })();
/*****/
            *********************
var __webpack_exports__ = {};
```

```
!*** ./example.js + 1 modules ***!
  /*! namespace exports */
/*! runtime requirements: __webpack_require__.e, __webpack_require__.*
;// CONCATENATED MODULE: ./methods.js
const resetCounter = async () => {
    (await __webpack_require__.e(/*! import() */ 1).then(__webpack_require__.bind(__webpack
};
const print = value => console.log(value);
;// CONCATENATED MODULE: ./example.js
setTimeout(async () => {
   const counter = await __webpack_require__.e(/*! import() */ 1).then(__webpack_require__
   print(counter.value);
   counter.increment();
   counter.increment();
   counter.increment();
   print(counter.value);
   await resetCounter();
   print(counter.value);
}, 100);
dist/output.js (production)
var e,o,t={},r={};function n(e){var o=r[e];if(void 0!==o)return o.exports;var i=r[e]={export}
Info
Unoptimized
asset output.js 6.34 KiB [emitted] [javascript module] (name: main)
asset 1.output.js 1.35 KiB [emitted] [javascript module]
chunk (runtime: main) output.js (main) 420 bytes (javascript) 2.87 KiB (runtime) [entry] [re
 > ./example.js main
 runtime modules 2.87 KiB 6 modules
  ./example.js + 1 modules 420 bytes [built] [code generated]
```

[no exports]
[no exports used]
entry ./example.js main
used as library export

Production mode

```
asset output.js 1.15 KiB [emitted] [javascript module] [minimized] (name: main)
asset 946.output.js 213 bytes [emitted] [javascript module] [minimized]
chunk (runtime: main) output.js (main) 420 bytes (javascript) 2.87 KiB (runtime) [entry] [re
  > ./example.js main
 runtime modules 2.87 KiB 6 modules
  ./example.js + 1 modules 420 bytes [built] [code generated]
    [no exports]
    [no exports used]
    entry ./example.js main
    used as library export
chunk (runtime: main) 946.output.js 146 bytes [rendered]
  > ./counter ./methods.js 2:8-27
 > ./counter ./example.js 4:23-42
  ./counter.js 146 bytes [built] [code generated]
    [exports: decrement, increment, reset, value]
    import() ./counter ./example.js + 1 modules ./example.js 4:23-42
    import() ./counter ./example.js + 1 modules ./methods.js 2:8-27
webpack 5.51.1 compiled successfully
```