example.js

```js
var a = require("./a");

// get module id
var aId = require.resolve("./a.js");

// clear module in require.cache
delete require.cache[aId];

// require module again, it should be reexecuted
var a2 = require("./a");

// verify it
if(a == a2) throw new Error("Cache clear failed :(");
```

a.js

```js
module.exports = Math.random();
```

dist/output.js

```js
/******/ (() => { // webpackBootstrap
/******/     var __webpack_modules__ = ([
/* 0 */
/*!********************!*\
  !*** ./example.js ***!
  \********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__, __webpack_require__.c, module.id, module.loa
/***/ ((module, __unused_webpack_exports, __webpack_require__) => {

var a = __webpack_require__(/*! ./a */ 1);

// get module id
var aId = /*require.resolve*/(/*! ./a.js */ 1);

// clear module in require.cache
delete __webpack_require__.c[aId];

// require module again, it should be reexecuted
var a2 = __webpack_require__(/*! ./a */ 1);

// verify it
if(a == a2) throw new Error("Cache clear failed :(");
```

```
/***/ }),
/* 1 */
/*!**************!*\
  !*** ./a.js ***!
  \**************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {

module.exports = Math.random();

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

/* 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] = {
/******/         id: moduleId,
/******/         loaded: false,
/******/         exports: {}
/******/     };
/******/
/******/     // Execute the module function
/******/     __webpack_modules__[moduleId](module, module.exports, __webpack_require__);
/******/
/******/     // Flag the module as loaded
/******/     module.loaded = true;
/******/
/******/     // Return the exports of the module
/******/     return module.exports;
/******/ }
/******/
/******/ // expose the module cache
```

```
/******/      __webpack_require__.c = __webpack_module_cache__;
/******/
/************************************************************************/
/******/
/******/      // module cache are used so entry inlining is disabled
/******/      // startup
/******/      // Load entry module and return exports
/******/      var __webpack_exports__ = __webpack_require__(0);
/******/
/******/ })()
;
```

Info

Unoptimized

```
asset output.js 2.41 KiB [emitted] (name: main)
chunk (runtime: main) output.js (main) 313 bytes [entry] [rendered]
  > ./example.js main
  dependent modules 31 bytes [dependent] 1 module
  ./example.js 282 bytes [built] [code generated]
    [used exports unknown]
    entry ./example.js main
webpack 5.51.1 compiled successfully
```

Production mode

```
asset output.js 311 bytes [emitted] [minimized] (name: main)
chunk (runtime: main) output.js (main) 313 bytes [entry] [rendered]
  > ./example.js main
  dependent modules 31 bytes [dependent] 1 module
  ./example.js 282 bytes [built] [code generated]
    [no exports used]
    entry ./example.js main
webpack 5.51.1 compiled successfully
```