This example shows how to use multiple entry points with a commons chunk.

In this example, you have two (HTML) pages `pageA` and `pageB`. You want to create individual bundles for each page. In addition to this, you want to create a shared bundle that contains all the modules used in both pages (assuming there are many/big modules in common). The pages also use Code Splitting to load a less used part of the features on demand.

You can see how to define multiple entry points via the `entry` option.

You can use

You can see the output files:

- `commons.js` contains:
  - module `common.js` which is used in both pages
- `pageA.js` contains: (`pageB.js` is similar)
  - the module system
  - chunk loading logic
  - the entry point `pageA.js`
  - it would contain any other module that is only used by `pageA`
- `406.js` is an additional chunk which is used by both pages. It contains:
  - module `shared.js`

You can also see the info that is printed to console. It shows among others:

- the generated files
- the chunks with file, name, and id
  - see lines starting with `chunk`
- the modules that are in the chunks
- the reasons why the modules are included
- the reasons why a chunk is created
  - see lines starting with `>`

pageA.js

```
var common = require("./common");
require(["./shared"], function(shared) {
    shared("This is page A");
});
```

pageB.js

```
var common = require("./common");
require.ensure(["./shared"], function(require) {
    var shared = require("./shared");
    shared("This is page B");
});
```

webpack.config.js

```
module.exports = {
    // mode: "development || "production",
    entry: {
        pageA: "./pageA",
        pageB: "./pageB"
    },
    optimization: {
        splitChunks: {
            cacheGroups: {
                commons: {
                    name: "commons",
                    chunks: "initial",
                    minChunks: 2,
                    minSize: 0
                }
            }
        },
        chunkIds: "deterministic" // To keep filename consistent between different modes (fo
    }
};
```

pageA.html

```html
<html>
    <head></head>
    <body>
        <script src="js/commons.js" charset="utf-8"></script>
        <script src="js/pageA.bundle.js" charset="utf-8"></script>
    </body>
</html>
```

dist/commons.js

```
(self["webpackChunk"] = self["webpackChunk"] || []).push([[351],[
/* 0 */,
/* 1 */
/*!*******************!*\
  !*** ./common.js ***!
  \*******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module */
/*! CommonJS bailout: module.exports is used directly at 1:0-14 */
/***/ ((module) => {
```

```
module.exports = "Common";

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

dist/pageA.js

```
/******/ (() => { // webpackBootstrap
/******/     var __webpack_modules__ = ([
/* 0 */
/*!*******************!*\
  !*** ./pageA.js ***!
  \*******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__, __webpack_require__.e, __webpack_require__.oe
/***/ ((__unused_webpack_module, __unused_webpack_exports, __webpack_require__) => {

var common = __webpack_require__(/*! ./common */ 1);
__webpack_require__.e(/*! AMD require */ 52).then(function() { var __WEBPACK_AMD_REQUIRE_AR
    shared("This is page A");
}).apply(null, __WEBPACK_AMD_REQUIRE_ARRAY__);}).catch(__webpack_require__.oe);

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

/* 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/chunk loaded */
/******/        (() => {
/******/            var deferred = [];
/******/            __webpack_require__.O = (result, chunkIds, fn, priority) => {
/******/                if(chunkIds) {
/******/                    priority = priority || 0;
/******/                    for(var i = deferred.length; i > 0 && deferred[i - 1][2] > priority
/******/                    deferred[i] = [chunkIds, fn, priority];
/******/                    return;
/******/                }
/******/                var notFulfilled = Infinity;
/******/                for (var i = 0; i < deferred.length; i++) {
/******/                    var [chunkIds, fn, priority] = deferred[i];
/******/                    var fulfilled = true;
/******/                    for (var j = 0; j < chunkIds.length; j++) {
/******/                        if ((priority & 1 === 0 || notFulfilled >= priority) && Object.
/******/                            chunkIds.splice(j--, 1);
/******/                        } else {
/******/                            fulfilled = false;
/******/                            if(priority < notFulfilled) notFulfilled = priority;
/******/                        }
/******/                    }
/******/                    if(fulfilled) {
/******/                        deferred.splice(i--, 1)
/******/                        var r = fn();
/******/                        if (r !== undefined) result = r;
/******/                    }
/******/                }
/******/                return result;
/******/            };
/******/        })();
/******/
/******/        /* webpack/runtime/ensure chunk */
/******/        (() => {
/******/            __webpack_require__.f = {};
```

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```
/******/        // 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 + ".js";
/******/        };
/******/    })();
/******/
/******/    /* webpack/runtime/hasOwnProperty shorthand */
/******/    (() => {
/******/        __webpack_require__.o = (obj, prop) => (Object.prototype.hasOwnProperty.cal
/******/    })();
/******/
/******/    /* 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) {
```

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```
/******/                        script.setAttribute("nonce", __webpack_require__.nc);
/******/                    }
/******/
/******/                    script.src = url;
/******/                }
/******/                inProgress[url] = [done];
/******/                var onScriptComplete = (prev, event) => {
/******/                    // avoid mem leaks in IE.
/******/                    script.onerror = script.onload = null;
/******/                    clearTimeout(timeout);
/******/                    var doneFns = inProgress[url];
/******/                    delete inProgress[url];
/******/                    script.parentNode && script.parentNode.removeChild(script);
/******/                    doneFns && doneFns.forEach((fn) => (fn(event)));
/******/                    if(prev) return prev(event);
/******/                }
/******/                ;
/******/                var timeout = setTimeout(onScriptComplete.bind(null, undefined, { type:
/******/                script.onerror = onScriptComplete.bind(null, script.onerror);
/******/                script.onload = onScriptComplete.bind(null, script.onload);
/******/                needAttach && document.head.appendChild(script);
/******/            };
/******/        })();
/******/
/******/        /* webpack/runtime/publicPath */
/******/        (() => {
/******/            __webpack_require__.p = "dist/";
/******/        })();
/******/
/******/        /* webpack/runtime/jsonp 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 = {
/******/                424: 0
/******/            };
/******/
/******/            __webpack_require__.f.j = (chunkId, promises) => {
/******/                    // JSONP chunk loading for javascript
/******/                    var installedChunkData = __webpack_require__.o(installedChunks, chu
/******/                    if(installedChunkData !== 0) { // 0 means "already installed".
/******/
/******/                        // a Promise means "currently loading".
```

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```
/******/                       if(installedChunkData) {
/******/                           promises.push(installedChunkData[2]);
/******/                       } else {
/******/                           if(true) { // all chunks have JS
/******/                               // setup Promise in chunk cache
/******/                               var promise = new Promise((resolve, reject) => (install
/******/                               promises.push(installedChunkData[2] = promise);
/******/
/******/                               // start chunk loading
/******/                               var url = __webpack_require__.p + __webpack_require__.u
/******/                               // create error before stack unwound to get useful stac
/******/                               var error = new Error();
/******/                               var loadingEnded = (event) => {
/******/                                   if(__webpack_require__.o(installedChunks, chunkId))
/******/                                       installedChunkData = installedChunks[chunkId];
/******/                                       if(installedChunkData !== 0) installedChunks[ch
/******/                                       if(installedChunkData) {
/******/                                           var errorType = event && (event.type === 'l
/******/                                           var realSrc = event && event.target && even
/******/                                           error.message = 'Loading chunk ' + chunkId
/******/                                           error.name = 'ChunkLoadError';
/******/                                           error.type = errorType;
/******/                                           error.request = realSrc;
/******/                                           installedChunkData[1](error);
/******/                                       }
/******/                                   }
/******/                               };
/******/                               __webpack_require__.l(url, loadingEnded, "chunk-" + chu
/******/                           } else installedChunks[chunkId] = 0;
/******/                       }
/******/                   }
/******/           };
/******/
/******/           // no prefetching
/******/
/******/           // no preloaded
/******/
/******/           // no HMR
/******/
/******/           // no HMR manifest
/******/
/******/           __webpack_require__.O.j = (chunkId) => (installedChunks[chunkId] === 0);
/******/
/******/           // install a JSONP callback for chunk loading
/******/           var webpackJsonpCallback = (parentChunkLoadingFunction, data) => {
/******/               var [chunkIds, moreModules, runtime] = data;
```

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```
/******/                 // 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) && installedChun
/******/                         installedChunks[chunkId][0]();
/******/                     }
/******/                     installedChunks[chunkIds[i]] = 0;
/******/                 }
/******/                 return __webpack_require__.O(result);
/******/             }
/******/
/******/             var chunkLoadingGlobal = self["webpackChunk"] = self["webpackChunk"] || [];
/******/             chunkLoadingGlobal.forEach(webpackJsonpCallback.bind(null, 0));
/******/             chunkLoadingGlobal.push = webpackJsonpCallback.bind(null, chunkLoadingGloba
/******/     })();
/******/
/************************************************************************/
/******/
/******/     // startup
/******/     // Load entry module and return exports
/******/     // This entry module depends on other loaded chunks and execution need to be de
/******/     var __webpack_exports__ = __webpack_require__.O(undefined, [351], () => (__webp
/******/     __webpack_exports__ = __webpack_require__.O(__webpack_exports__);
/******/
/******/ })()
;
```

dist/pageB.js

```
/******/ (() => { // webpackBootstrap
/******/     var __webpack_modules__ = ({

/***/ 2:
```

```
/*!******************!*\
  !*** ./pageB.js ***!
  \******************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: __webpack_require__, __webpack_require__.e, __webpack_require__.*
/***/ ((__unused_webpack_module, __unused_webpack_exports, __webpack_require__) => {

var common = __webpack_require__(/*! ./common */ 1);
__webpack_require__.e(/*! require.ensure */ 52).then(((function(require) {
    var shared = __webpack_require__(/*! ./shared */ 3);
    shared("This is page B");
})).bind(null, __webpack_require__)).catch(__webpack_require__.oe);


/***/ })

/******/    });

/* 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/chunk loaded */
/******/       (() => {
/******/           var deferred = [];
/******/           __webpack_require__.0 = (result, chunkIds, fn, priority) => {
/******/               if(chunkIds) {
/******/                   priority = priority || 0;
/******/                   for(var i = deferred.length; i > 0 && deferred[i - 1][2] > priority
/******/                   deferred[i] = [chunkIds, fn, priority];
/******/                   return;
/******/               }
/******/               var notFulfilled = Infinity;
/******/               for (var i = 0; i < deferred.length; i++) {
/******/                   var [chunkIds, fn, priority] = deferred[i];
/******/                   var fulfilled = true;
/******/                   for (var j = 0; j < chunkIds.length; j++) {
/******/                       if ((priority & 1 === 0 || notFulfilled >= priority) && Object.
/******/                           chunkIds.splice(j--, 1);
/******/                       } else {
/******/                           fulfilled = false;
/******/                           if(priority < notFulfilled) notFulfilled = priority;
/******/                       }
/******/                   }
/******/                   if(fulfilled) {
/******/                       deferred.splice(i--, 1)
/******/                       var r = fn();
/******/                       if (r !== undefined) result = r;
/******/                   }
/******/               }
/******/               return result;
/******/           };
/******/       })();
/******/
/******/       /* 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 + ".js";
/******/            };
/******/        })();
/******/
/******/        /* webpack/runtime/hasOwnProperty shorthand */
/******/        (() => {
/******/            __webpack_require__.o = (obj, prop) => (Object.prototype.hasOwnProperty.cal
/******/        })();
/******/
/******/        /* 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) {
/******/                        script.setAttribute("nonce", __webpack_require__.nc);
/******/                    }
/******/
/******/                    script.src = url;
/******/                }
/******/                inProgress[url] = [done];
/******/                var onScriptComplete = (prev, event) => {
/******/                    // avoid mem leaks in IE.
/******/                    script.onerror = script.onload = null;
/******/                    clearTimeout(timeout);
```

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```
/******/                     var doneFns = inProgress[url];
/******/                     delete inProgress[url];
/******/                     script.parentNode && script.parentNode.removeChild(script);
/******/                     doneFns && doneFns.forEach((fn) => (fn(event)));
/******/                     if(prev) return prev(event);
/******/                 }
/******/                 ;
/******/                 var timeout = setTimeout(onScriptComplete.bind(null, undefined, { type:
/******/                 script.onerror = onScriptComplete.bind(null, script.onerror);
/******/                 script.onload = onScriptComplete.bind(null, script.onload);
/******/                 needAttach && document.head.appendChild(script);
/******/             };
/******/         })();
/******/
/******/         /* webpack/runtime/publicPath */
/******/         (() => {
/******/             __webpack_require__.p = "dist/";
/******/         })();
/******/
/******/         /* webpack/runtime/jsonp 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 = {
/******/                 121: 0
/******/             };
/******/
/******/             __webpack_require__.f.j = (chunkId, promises) => {
/******/                     // JSONP chunk loading for javascript
/******/                     var installedChunkData = __webpack_require__.o(installedChunks, chun
/******/                     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) => (install
/******/                                 promises.push(installedChunkData[2] = promise);
/******/
/******/                                 // start chunk loading
/******/                                 var url = __webpack_require__.p + __webpack_require__.u
```

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```
/******/                                  // create error before stack unwound to get useful stac
/******/                                  var error = new Error();
/******/                                  var loadingEnded = (event) => {
/******/                                      if(__webpack_require__.o(installedChunks, chunkId))
/******/                                          installedChunkData = installedChunks[chunkId];
/******/                                          if(installedChunkData !== 0) installedChunks[ch
/******/                                          if(installedChunkData) {
/******/                                              var errorType = event && (event.type === 'l
/******/                                              var realSrc = event && event.target && even
/******/                                              error.message = 'Loading chunk ' + chunkId
/******/                                              error.name = 'ChunkLoadError';
/******/                                              error.type = errorType;
/******/                                              error.request = realSrc;
/******/                                              installedChunkData[1](error);
/******/                                          }
/******/                                      }
/******/                                  };
/******/                                  __webpack_require__.l(url, loadingEnded, "chunk-" + chu
/******/                              } else installedChunks[chunkId] = 0;
/******/                          }
/******/                      }
/******/              };
/******/
/******/          // no prefetching
/******/
/******/          // no preloaded
/******/
/******/          // no HMR
/******/
/******/          // no HMR manifest
/******/
/******/          __webpack_require__.O.j = (chunkId) => (installedChunks[chunkId] === 0);
/******/
/******/          // 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__);
```

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```
/******/                }
/******/                if(parentChunkLoadingFunction) parentChunkLoadingFunction(data);
/******/                for(;i < chunkIds.length; i++) {
/******/                    chunkId = chunkIds[i];
/******/                    if(__webpack_require__.o(installedChunks, chunkId) && installedChun
/******/                        installedChunks[chunkId][0]();
/******/                    }
/******/                    installedChunks[chunkIds[i]] = 0;
/******/                }
/******/                return __webpack_require__.O(result);
/******/            }
/******/
/******/            var chunkLoadingGlobal = self["webpackChunk"] = self["webpackChunk"] || [];
/******/            chunkLoadingGlobal.forEach(webpackJsonpCallback.bind(null, 0));
/******/            chunkLoadingGlobal.push = webpackJsonpCallback.bind(null, chunkLoadingGloba
/******/        })();
/******/
/******/    /*****************************************************************/
/******/
/******/        // startup
/******/        // Load entry module and return exports
/******/        // This entry module depends on other loaded chunks and execution need to be de
/******/        var __webpack_exports__ = __webpack_require__.O(undefined, [351], () => (__webp
/******/        __webpack_exports__ = __webpack_require__.O(__webpack_exports__);
/******/
/******/ })()
;
```

dist/52.js

```
(self["webpackChunk"] = self["webpackChunk"] || []).push([[52],{

/***/ 3:
/*!********************!*\
  !*** ./shared.js ***!
  \********************/
/*! unknown exports (runtime-defined) */
/*! runtime requirements: module, __webpack_require__ */
/*! CommonJS bailout: module.exports is used directly at 2:0-14 */
/***/ ((module, __unused_webpack_exports, __webpack_require__) => {

var common = __webpack_require__(/*! ./common */ 1);
module.exports = function(msg) {
    console.log(msg);
```

```
};

/***/ })

}]);
```

Info

Unoptimized

```
asset pageA.js 10.7 KiB [emitted] (name: pageA)
asset pageB.js 10.7 KiB [emitted] (name: pageB)
asset 52.js 506 bytes [emitted]
asset commons.js 364 bytes [emitted] (name: commons) (id hint: commons)
Entrypoint pageA 11.1 KiB = commons.js 364 bytes pageA.js 10.7 KiB
Entrypoint pageB 11 KiB = commons.js 364 bytes pageB.js 10.7 KiB
chunk (runtime: pageA, pageB) 52.js 88 bytes [rendered]
  > ./shared ./pageA.js 2:0-4:2
  > ./pageB.js 2:0-5:2
  ./shared.js 88 bytes [built] [code generated]
    [used exports unknown]
    from origin ./pageB.js
      require.ensure item ./shared ./pageB.js 2:0-5:2
      cjs require ./shared ./pageB.js 3:14-33
    amd require ./shared ./pageA.js 2:0-4:2
    cjs self exports reference ./shared.js 2:0-14
chunk (runtime: pageB) pageB.js (pageB) 148 bytes (javascript) 5.92 KiB (runtime) [entry] [
  > ./pageB pageB
  runtime modules 5.92 KiB 7 modules
  ./pageB.js 148 bytes [built] [code generated]
    [used exports unknown]
    entry ./pageB pageB
chunk (runtime: pageA, pageB) commons.js (commons) (id hint: commons) 26 bytes [initial] [re
  > ./pageA pageA
  > ./pageB pageB
  ./common.js 26 bytes [built] [code generated]
    [used exports unknown]
    cjs self exports reference ./common.js 1:0-14
    cjs require ./common ./pageA.js 1:13-32
    cjs require ./common ./pageB.js 1:13-32
    cjs require ./common ./shared.js 1:13-32
chunk (runtime: pageA) pageA.js (pageA) 105 bytes (javascript) 5.92 KiB (runtime) [entry] [
  > ./pageA pageA
  runtime modules 5.92 KiB 7 modules
  ./pageA.js 105 bytes [built] [code generated]
```

```
    [used exports unknown]
    entry ./pageA pageA
webpack 5.51.1 compiled successfully
```

Production mode

```
asset pageA.js 2.16 KiB [emitted] [minimized] (name: pageA)
asset pageB.js 2.13 KiB [emitted] [minimized] (name: pageB)
asset 52.js 116 bytes [emitted] [minimized]
asset commons.js 86 bytes [emitted] [minimized] (name: commons) (id hint: commons)
Entrypoint pageA 2.24 KiB = commons.js 86 bytes pageA.js 2.16 KiB
Entrypoint pageB 2.22 KiB = commons.js 86 bytes pageB.js 2.13 KiB
chunk (runtime: pageA, pageB) 52.js 88 bytes [rendered]
  > ./shared ./pageA.js 2:0-4:2
  > ./pageB.js 2:0-5:2
  ./shared.js 88 bytes [built] [code generated]
    [used exports unknown]
    from origin ./pageB.js
      require.ensure item ./shared ./pageB.js 2:0-5:2
      cjs require ./shared ./pageB.js 3:14-33
    amd require ./shared ./pageA.js 2:0-4:2
    cjs self exports reference ./shared.js 2:0-14
chunk (runtime: pageB) pageB.js (pageB) 148 bytes (javascript) 5.92 KiB (runtime) [entry] [r
  > ./pageB pageB
  runtime modules 5.92 KiB 7 modules
  ./pageB.js 148 bytes [built] [code generated]
    [no exports used]
    entry ./pageB pageB
chunk (runtime: pageA, pageB) commons.js (commons) (id hint: commons) 26 bytes [initial] [re
  > ./pageA pageA
  > ./pageB pageB
  ./common.js 26 bytes [built] [code generated]
    [used exports unknown]
    cjs self exports reference ./common.js 1:0-14
    cjs require ./common ./pageA.js 1:13-32
    cjs require ./common ./pageB.js 1:13-32
    cjs require ./common ./shared.js 1:13-32
chunk (runtime: pageA) pageA.js (pageA) 105 bytes (javascript) 5.92 KiB (runtime) [entry] [r
  > ./pageA pageA
  runtime modules 5.92 KiB 7 modules
  ./pageA.js 105 bytes [built] [code generated]
    [no exports used]
    entry ./pageA pageA
webpack 5.51.1 compiled successfully
```