

building your
own boilerplate
with



webpack

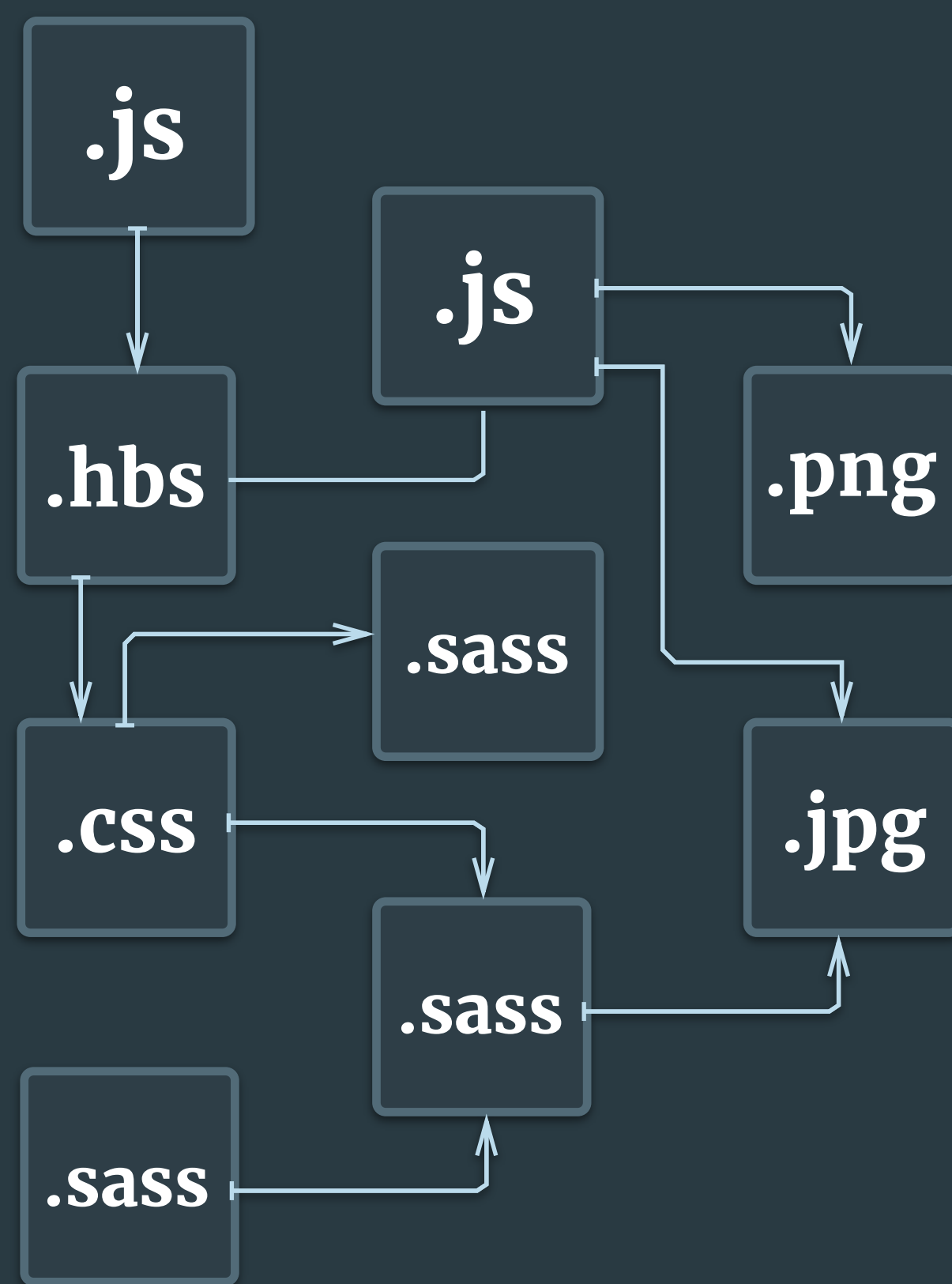
week 8

Today

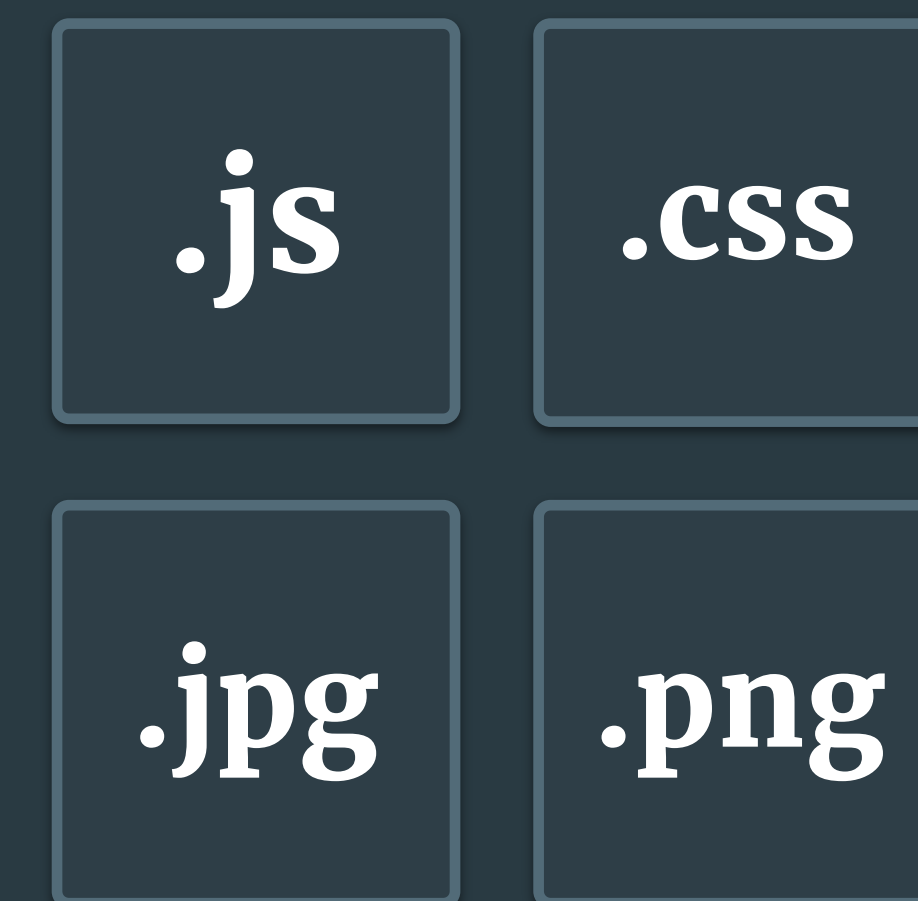
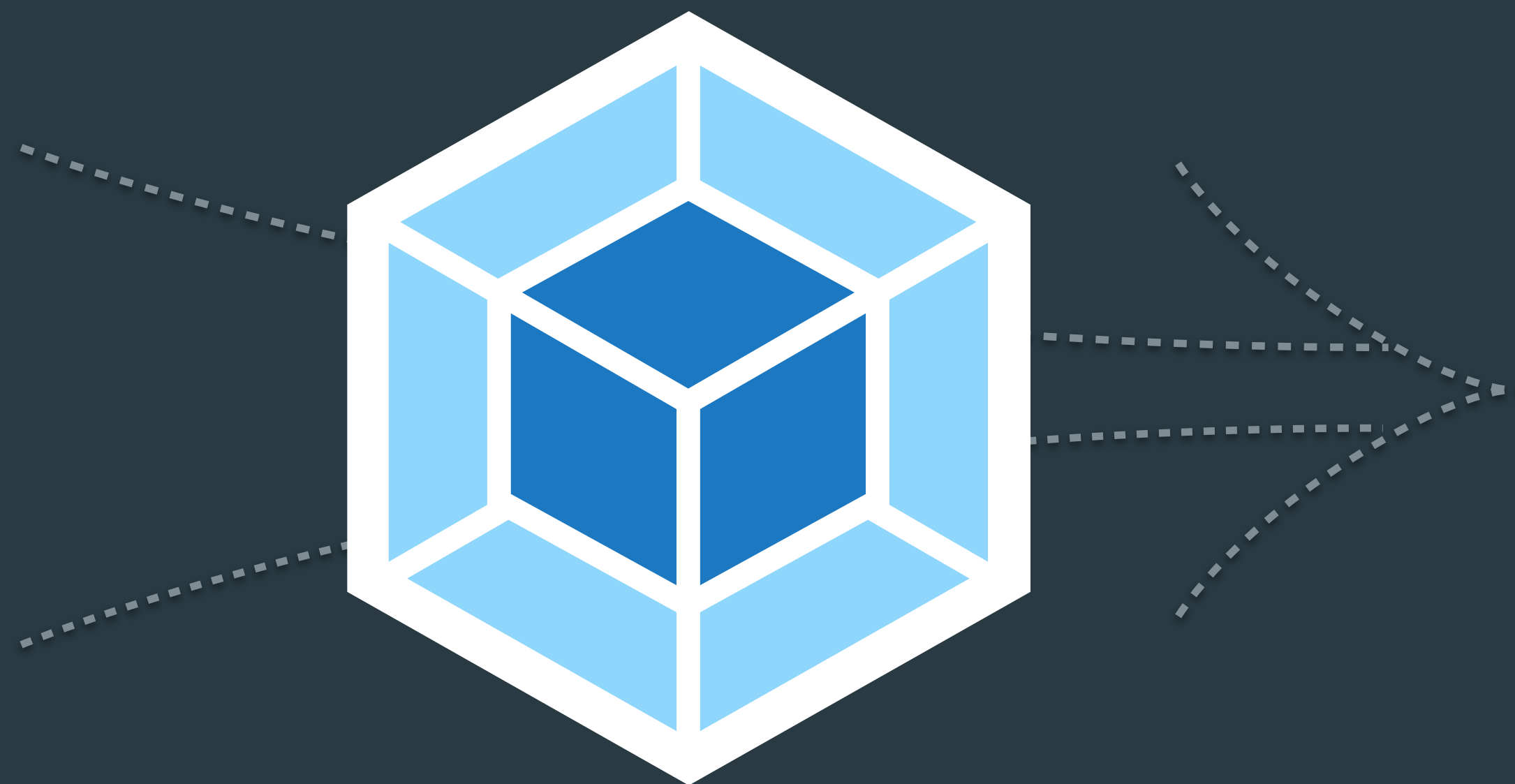
a bit about webpack

&

build our own boilerplate



modules with dependencies



static assets

.jsx & .scss

No Thanks



**I only like .js
and .css.**



inputs
outputs
loaders
plugins

inputs

The **entry** point(s)
for your application.

inputs

```
entry: {  
  app: path.resolve(__dirname, '/index.js')  
}
```

outputs

The assets that are
emitted from the
pipeline.

outputs

```
output: {  
  filename: 'js/[name]-generated.js',  
  path: path.resolve(__dirname, 'build/')  
}
```

loaders

Transformations
that are applied to
the modules as they
are imported.

loaders

```
module: {  
  rules: [  
    {  
      test: /\.svg$/,  
      use: 'file-loader'  
    }  
  ]  
}
```

plugins

Do **everything** that a loader cannot do.

plugins

```
plugins: [  
  new CopyWebpackPlugin(  
    {  
      from: 'client/images',  
      to: path.join(__dirname, 'build/images')  
    }  
  ])  
]
```

boilerplate



too old



**too
complicated**

client

js/*.js/jsx

scss/*.scss

images/*.svg/png/jpg

fonts/*.otf/ttf

index.html

build

js/*.js

css/*.css

images/*.svg/png/jpg

fonts/*.otf/ttf

index.html

The background features a dark blue field with two clusters of light blue cubes. Each cube is a 3D wireframe with a light blue face and a darker blue interior. The cubes are arranged in a staggered, hexagonal-like pattern. One cluster is in the upper left, and another is in the lower right, both appearing to recede into the distance.

configuring webpack



I built a
boilerplate.



