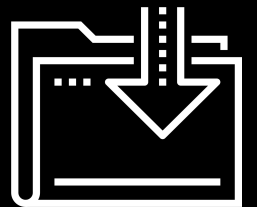




Course: Java
S1



Learning Outcomes

By the end of this lesson, you will be able to:

01

Export a definition.

02

Import a definition.

03

Export a default definition or expression.

04

Import a default definition or expression.

05

Use aliases for both exports and imports.

ECMAScript Modules

ECMAScript Modules



ES modules are the future of JavaScript modules.



They are part of the ES specification.

•



The latest browsers and Node.js support them.

- This makes the ES module specification the first module specification to be used both in the browser and on the server.

Enabling ES Modules

- Node.js uses CommonJS by default. We enable ES modules by setting `type` to `module` in `package.json`.
- React uses ES modules.

```
{  
  "name": "tic-tac-toe",  
  "type": "module", // HERE  
  "version": "1.0.0",  
  "description": "Tic Tac Toe Game",  
  "main": "index.js"  
  // <snip>  
}
```

{

The export Keyword

- The **export** keyword makes a definition available externally. Definitions can be functions, objects, classes, or values.
- The keyword is valid in four locations:
 1. Before a definition
 2. Before a default
 3. Before an export group
 4. Before a **from** "module" for re-exporting

```
export const FIVE = 5;

// private function
function add(a, b) {
    return a + b;
}

export function addFive(a) {
    return add(a, FIVE);
}
```

import * as [name]

The `import` keyword:

- Imports a definition that's been exported from another module.
- Has several forms.
- Uses `* as [name]` to import all the exported definitions and bundle them in a named object.
- The string following `from` can be a local path or a third-party package.

```
// Import from local module.  
import * as adding from './example.js';  
// Import from installed module.  
import * as promptSync from 'prompt-sync';  
  
console.log(typeof adding); // object  
  
let result = adding.addFive(adding.FIVE);  
console.log(result); // 10  
  
console.log(typeof promptSync); // object  
  
// !TypeError: adding.add is not a function  
result = adding.add(6, 9);
```

Destructuring Import Syntax

- Offers a second import syntax that resembles object destructuring
- Has the advantage of avoiding the noisy `adding.addFive` object wrapper
- Provides the option of choosing which definitions to import.

```
import { FIVE, addFive } from './example.js';

console.log(typeof addFive); // function

let result = addFive(FIVE);
console.log(result);          // 10
```


Destructuring with an Alias

- Import destructuring uses a different alias syntax than object destructuring.
- It uses the `as` keyword.
- The advantage of aliasing is that we can assign the name that we want instead of using the given one—maybe, to avoid a naming conflict.

```
import {  
  FIVE as five,  
  addFive as plusFive  
} from './example.js';  
  
console.log(typeof plusFive); // function  
  
let result = plusFive(five);  
console.log(result);          // 10
```

Exporting a default

- Each module can have one and only one default export.
- Each module can also export as many additional definitions as we want.

```
export const FIVE = 5;

function add(a, b) {
  return a + b;
}

export function addFive(a) {
  return add(a, FIVE);
}

export default function addSix(a) {
  return add(a, 6);
}
```

Importing a Default

- We can import a default without using the `*` or destructuring. We just give it a name.
- The name doesn't have to match the name of the definition.
- We can import other, non-default definitions at the same time.
- The `prompt-sync` module has only a default export.

```
import addSix from './example.js';
import someName from './example.js';
// import more than the default
import plusSix, { addFive } from './example.js';

import createPrompt from 'prompt-sync';
import eslint from 'eslint';

console.log(typeof addSix);      // function
console.log(typeof someName);    // function
console.log(typeof plusSix);     // function
console.log(typeof addFive);     // function
console.log(typeof createPrompt); // function
console.log(typeof eslint);      // object
```

export {}

- The `export` keyword works with an object syntax.
- Again, the syntax isn't exactly that of an object, because we can alias with the `as` keyword.

```
const FIVE = 5;

function add(a, b) {
  return a + b;
}

function addFive(a) {
  return add(a, FIVE);
}

function addSix(a) {
  return add(a, 6);
}

export {
  FIVE as five,
  addFive as plusFive,
  addSix
};
```



A close-up photograph of a computer keyboard. The central focus is a custom key with a white, rounded rectangular face. On this key, there is a dark blue icon of a coffee cup with three wavy lines above it representing steam. Below the icon, the word "Break" is printed in a dark blue, serif typeface. The key is set against a light-colored, wood-grained keyboard base. Surrounding the main key are other standard white keys: to the left is a key with double quotation marks, above is a key with a right-pointing arrow, and to the right is a key with a left-pointing arrow. The lighting is soft and even, highlighting the textures of the keys and the keyboard frame.

Break



Time to Code

Modular Refactor for Tic-Tac-Toe

Suggested Time:

10 Minutes



Doggie Day Care with Modules

Suggested Time:

45 Minutes



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Questions?

