

Browserify

@ShaneStillwell



*“The current
state of
JavaScript file
loading is a
mess”*

-Shane Stillwell (just now)

History

Stone Age

```
<a href="javascript:alert('Hello')">Click Here</a>
```

History

Bronze Age

```
<script>
function changeBg() {
    id = document.getElementById("myCart");
    id.style.backgroundColor = "red";
}
var count = 0;
function addToCart() {
    count++;
    changeBg();
}
</script>
```

History

Iron Age

```
<script src="modernizer.js"></script>
<script src="jquery.js"></script>
<script src="jquery-ui.js"></script>
<script src="jquery-carousel.js"></script>
<script src="jquery-fancybox.js"></script>
<script src="jquery-tooltip.js"></script>
...
<script src="app.js"></script>
```

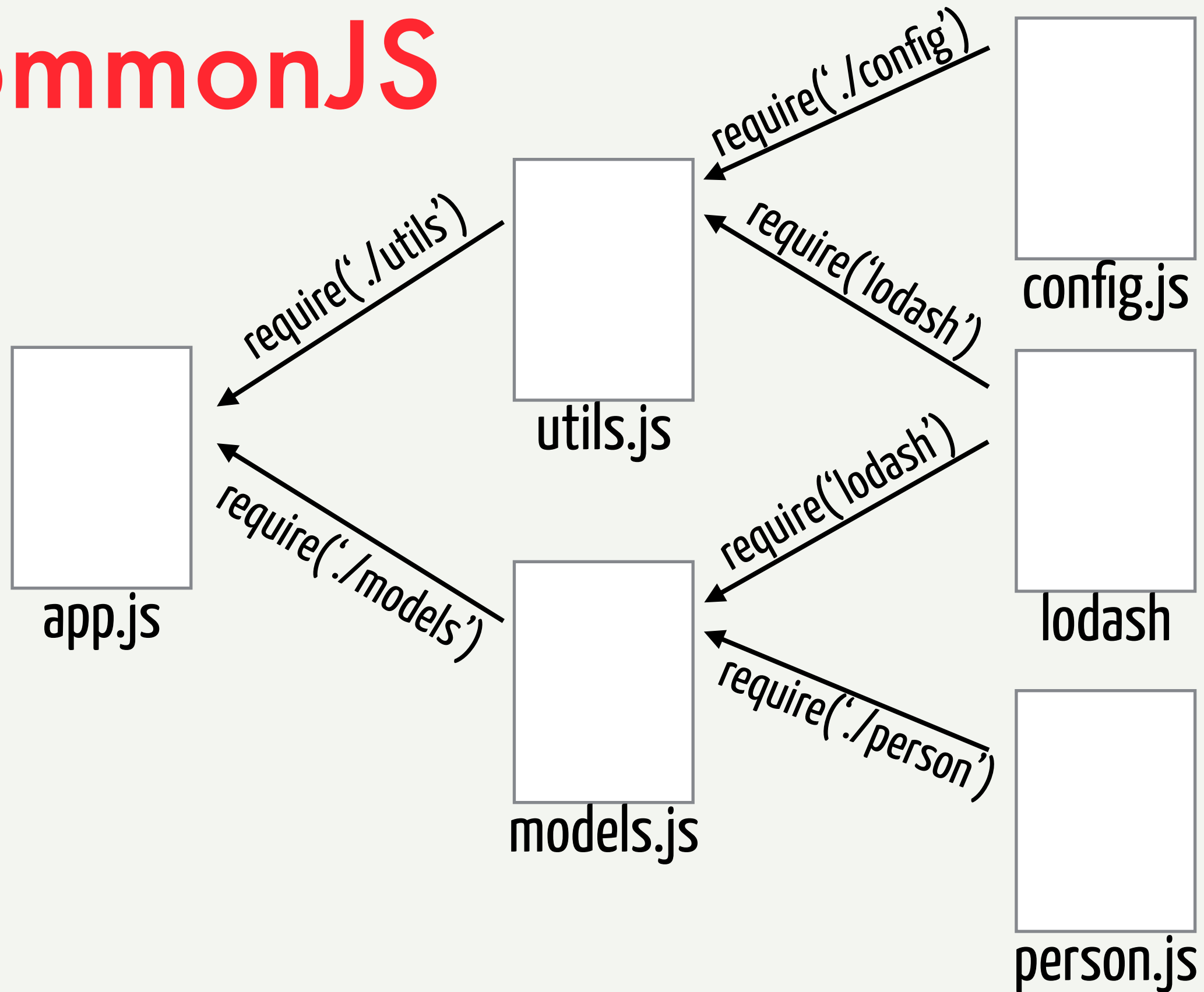
History

Browserify Age

```
browserify app.js -o dist.js
```

```
<script src="dist.js"></script>
```

CommonJS



Everything you wanted know, but were afraid to ask

CommonJS

app.js

```
var utils = require('./utils');  
var mod = require('./models');
```

```
var result = utils.add(2,2);  
// result is 4
```

```
var result2 = utils.sub(4,2);  
// result2 is 2
```

utils.js

```
var config = require('./config');  
var _ = require('lodash');  
var name = 'Shane';
```

```
exports.add = function(x, y) {  
    config.log('Adding ', x, y);  
    return x + y;  
};  
exports.sub = function(x, y) {  
    var isNum = _.isNumber(x);  
    config.log('Subx', isNum);  
    return x - y;  
};
```

Everything you wanted know, but were afraid to ask

Nuff Talk!



Time to Build an App

Grunt/Gulp

Externals

Transforms

Browserify

Questions?

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