Gulp 4.x execution system

What used to be

```javascript
// Per default, start scripts and styles
gulp.task('default',
  ['scripts', 'styles'], func'default'..}
);

// Both scripts and styles call clean
gulp.task('styles',
  ['clean'], function() {...}
);
gulp.task('scripts',
  ['clean'], function() {...}
);

'styles'// Clean wipes out the build directory
gulp.task('clean', function() {...});
```

What it is now

```javascript
// The tasks don't have any dependencies anymore
gulp.task('styles', function() {...});
gulp.task('scripts''styles'on() {...});

gulp.task('clean', function() {...});

'clean'// Per default, start scripts and styles
gulp.task('default',
  gulp.series('clean',
    gulp.parallel('scripts', 'styles'),
    function() {...}));
```