

# Module 2

## Working with modules

# Outline

- Understanding modules
- Usage of require, exports and module.exports
- Types of modules
- Knowing npm (node package manager)
- Overview of package.json file
- Publishing modules to npm

# Modules

- Javascript style of organizing code
- A few different module systems available for JavaScript, but they all work in a similar way
- Code in single file is a module
- Expose functionality to outside world with exports or `module.exports` object
- Import the modules using `require`

# require

- Node.js follows the CommonJS module system
  - require - builtin function
- All require do is;
  - reads a javascript file
  - executes the file
  - return the exports object

## module.exports or exports

- `module.exports` is initialized to an empty object
- `exports` is just a reference to `module.exports`
- Whatever is contained in the `module.exports` variable at the end of your script is the exported value of your module
- Whatever is contained in the `module.exports` variable is imported when used via `require`

# Types of Modules

- Builtin

```
const os= require(os);
```

- Local or user define

```
const logger= require('./logger');
```

- Third party

```
const request= require('request');
```

# npm

- Package management tool for node js applications

# npm help

```
MOKSHAs-MacBook-Pro:Zeolearn moksha$ npm help
```

```
Usage: npm <command>
```

where <command> is one of:

access, adduser, bin, bugs, c, cache, completion, **config**,  
ddp, dedupe, deprecate, dist-tag, docs, edit, explore, get,  
help, help-search, i, **init**, **install**, install-test, it, link,  
**list**, ln, logout, ls, outdated, owner, pack, ping, prefix,  
prune, publish, rb, rebuild, repo, restart, root, **run**,  
run-script, s, se, search, set, shrinkwrap, star, stars,  
start, stop, t, tag, team, test, tst, un, **uninstall**,  
unpublish, unstar, up, **update**, v, version, view, whoami



# package.json

- Configuration file for npm
- Records metadata about current project, its dependencies etc.

semver

**MAJOR.MINOR.PATCH**

# Version ranges

- Tilde Ranges  $\sim 1.2.3$   $\sim 1.2$   $\sim 1$ 
  - Allows patch-level changes if a minor version is specified on the comparator. Allows minor-level changes if not
  - $\sim 1.2.3 := \geq 1.2.3 < 1.(2+1).0 := \geq 1.2.3 < 1.3.0$
  - $\sim 1.2 := \geq 1.2.0 < 1.(2+1).0 := \geq 1.2.0 < 1.3.0$  (Same as 1.2.x)
  - $\sim 1 := \geq 1.0.0 < (1+1).0.0 := \geq 1.0.0 < 2.0.0$  (Same as 1.x)

# Version ranges

- Caret Ranges  $\wedge 1.2.3$   $\wedge 0.2.5$   $\wedge 0.0.4$ 
  - Allows changes that do not modify the left-most non-zero digit in the [major, minor, patch] tuple
  - $\wedge 1.2.3 := \geq 1.2.3 < 2.0.0$
  - $\wedge 0.2.3 := \geq 0.2.3 < 0.3.0$
  - $\wedge 0.0.3 := \geq 0.0.3 < 0.0.4$

## Summary

- Techniques for modularizing JavaScript code
- Using `require()` to import
- Using `exports` or `module.exports` to export
- Types of modules
- Overview and usage of npm
- Understanding versioning and semver

# Check your knowledge

- Which function is used to import modules?
- Name 3 different module types?
- How do you export a code from a module?
- Code in how many files is a module?
- What does npm stands for?
- What does leftmost digit stands for in semver?
- What is npm configuration file named as?