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# Multiple Sources in GulpJS

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Gulp is a fantastic tool to have as a front end web developer. Gulp is a task runner that can manage repetitive tasks such as minification, linting or compiling front end resources. This post I'll talk about a more advanced topic in Gulp of how to handle multiple Gulp sources and configs in a single project.

First let's review the purpose of a `gulp.config.js`. It's common to abstract path logic out to a `gulp.config.js` file. This allows us to reuse the `gulpfile.js` in multiple projects. The `gulpfile.js` has all of our tasks but no knowledge of where the files are located. It receives the paths to our assets via our `gulp.config.js`. So here is a simple config with just a single task and a config file with some extra info about our project.

```
let gulp = require('gulp');
let sass = require('gulp-sass');
let rename = require('gulp-rename');
let gulpUtil = require('gulp-util');
const config = require('./gulp.config');

gulp.task('styles', () => {
  return gulp.src(config.sass.src)
    .pipe(isProd() ? sass({ outputStyle: 'compressed' }) : sass())
    .on('error', error => console.log(error))
    .pipe(rename('app.min.css'))
    .pipe(gulp.dest(config.buildLocations.css));
});
```