

HTML и CSS. Адаптивная вёрстка и автоматизация

Уровень 2, с 21 ноября 2022 по 30 января 2023

Меню курса

Главная / 8. Погружение в автоматизацию /

🖰 8.17. Сборка проекта

На лайве этого раздела мы написали код для сборки проекта. Ниже мы предоставляем исходный код сборки для того, чтобы вы смогли сравнить его со своим кодом. В конце статьи показана сборка для node.js 12 версии.

Сборка на Less

```
package.json
{
   "private": true,
   "devDependencies": {
     "@htmlacademy/editorconfig-cli": "1.0.0",
     "autoprefixer": "10.4.0",
     "browser-sync": "2.27.7",
     "del": "6.0.0",
     "gulp": "4.0.2",
     "gulp-less": "5.0.0",
     "gulp-libsquoosh": "^1.0.12",
     "gulp-plumber": "1.2.1",
     "gulp-postcss": "9.0.1",
     "gulp-rename": "2.0.0",
     "gulp-svgmin": "^4.1.0",
     "gulp-svgstore": "8.0.0",
     "gulp-terser": "2.1.0",
     "postcss": "8.3.11",
     "postcss-csso": "5.0.1",
     "stylelint": "13.13.1",
```

```
"stylelint-config-htmlacademy": "^0.1.11"
  },
  "scripts": {
    "editorconfig": "editorconfig-cli",
    "stylelint": "stylelint \"source/less/**/*.less\" --syntax less",
    "lint": "npm run editorconfig && npm run stylelint",
    "build": "gulp build",
    "start": "gulp"
  },
  "browserslist": [
    "last 2 versions",
    "not dead",
    "not ie <= 11",
    "not op_mini all",
    "not < 0.25%"
  ],
  "editorconfig-cli": [
    "*.json",
    "*.js",
    "source/*.html",
    "source/js/**/*.js",
    "source/img/**/*.svg",
    "source/less/**/*.less"
 ],
  "engines": {
    "node": "16.13.0"
 },
  "type": "module"
}
```

```
import gulp from 'gulp';
import plumber from 'gulp-plumber';
import less from 'gulp-less';
import postcss from 'gulp-postcss';
import autoprefixer from 'autoprefixer';
import csso from 'postcss-csso';
```

```
import rename from 'gulp-rename';
import terser from 'gulp-terser';
import squoosh from 'gulp-libsquoosh';
import svgo from 'gulp-svgmin';
import svgstore from 'gulp-svgstore';
import del from 'del';
import browser from 'browser-sync';
// Styles
export const styles = () => {
return gulp.src('source/less/style.less', { sourcemaps: true })
.pipe(plumber())
.pipe(less())
.pipe(postcss([
autoprefixer(),
csso()
1))
.pipe(rename('style.min.css'))
.pipe(gulp.dest('build/css', { sourcemaps: '.' }))
.pipe(browser.stream());
}
// HTML
const html = () => {
return gulp.src('source/*.html')
.pipe(gulp.dest('build'));
}
// Scripts
const scripts = () => {
return gulp.src('source/js/script.js')
.pipe(gulp.dest('build/js'))
.pipe(browser.stream());
}
// Images
const optimizeImages = () => {
return gulp.src('source/img/**/*.{png,jpg}')
.pipe(squoosh())
.pipe(gulp.dest('build/img'))
}
```

```
const copyImages = () => {
return gulp.src('source/img/**/*.{png,jpg}')
.pipe(gulp.dest('build/img'))
}
// WebP
const createWebp = () => {
return gulp.src('source/img/**/*.{png,jpg}')
.pipe(squoosh({
webp: {}
}))
.pipe(gulp.dest('build/img'))
}
// SVG
const svg = () =>
gulp.src(['source/img/*.svg', '!source/img/icons/*.svg'])
.pipe(svgo())
.pipe(gulp.dest('build/img'));
const sprite = () => {
return gulp.src('source/img/icons/*.svg')
.pipe(svgo())
.pipe(svgstore({
inlineSvg: true
}))
.pipe(rename('sprite.svg'))
.pipe(gulp.dest('build/img'));
}
// Copy
const copy = (done) => {
gulp.src([
'source/fonts/*.{woff2,woff}',
'source/*.ico',
], {
base: 'source'
})
.pipe(gulp.dest('build'))
done();
}
```

```
// Clean
const clean = () => {
return del('build');
};
// Server
const server = (done) => {
browser.init({
server: {
baseDir: 'build'
},
cors: true,
notify: false,
ui: false,
});
done();
}
// Reload
const reload = (done) => {
browser.reload();
done();
}
// Watcher
const watcher = () => {
gulp.watch('source/less/**/*.less', gulp.series(styles));
gulp.watch('source/js/script.js', gulp.series(scripts));
gulp.watch('source/*.html', gulp.series(html, reload));
}
// Build
export const build = gulp.series(
clean,
copy,
optimizeImages,
gulp.parallel(
styles,
html,
scripts,
```

```
svg,
sprite,
createWebp
),
);
// Default
export default gulp.series(
clean,
copy,
copyImages,
gulp.parallel(
styles,
html,
scripts,
svg,
sprite,
createWebp
),
gulp.series(
server,
watcher
));
```

Сборка на SASS

```
package.json

{
    "private": true,
    "devDependencies": {
        "@htmlacademy/editorconfig-cli": "1.0.0",
        "autoprefixer": "10.4.0",
        "browser-sync": "2.27.7",
        "del": "6.0.0",
        "gulp": "4.0.2",
        "gulp-dart-sass": "^1.0.2",
        "gulp-libsquoosh": "^1.0.12",
```

```
"gulp-plumber": "1.2.1",
    "gulp-postcss": "9.0.1",
    "gulp-rename": "2.0.0",
    "gulp-svgmin": "^4.1.0",
    "gulp-svgstore": "8.0.0",
    "gulp-terser": "2.1.0",
    "postcss": "8.3.11",
    "postcss-csso": "5.0.1",
    "stylelint": "13.13.1",
    "stylelint-config-htmlacademy": "^0.1.11"
  },
  "scripts": {
    "editorconfig": "editorconfig-cli",
    "stylelint": "stylelint \"source/sass/**/*.scss\" --syntax scss",
    "lint": "npm run editorconfig && npm run stylelint",
    "build": "gulp build",
    "start": "gulp"
 },
  "browserslist": [
    "last 2 versions",
    "not dead",
    "not ie <= 11",
    "not op mini all",
    "not < 0.25%"
  ],
  "editorconfig-cli": [
    "*.json",
    "*.js",
    "source/*.html",
    "source/js/**/*.js",
    "source/img/**/*.svg",
    "source/sass/**/*.scss"
  ],
  "engines": {
    "node": "16.13.0"
 },
  "type": "module"
}
```

Node.js 12

Сборка на Less

"editorconfig-cli": [

```
package.json
{
   "private": true,
   "devDependencies": {
     "@htmlacademy/editorconfig-cli": "1.0.0",
     "autoprefixer": "10.2.5",
     "browser-sync": "2.26.14",
     "del": "6.0.0",
     "gulp": "4.0.2",
     "gulp-imagemin": "7.1.0",
     "gulp-less": "4.0.1",
     "gulp-plumber": "1.2.1",
     "gulp-postcss": "9.0.0",
     "gulp-rename": "2.0.0",
     "gulp-sourcemaps": "3.0.0",
     "gulp-svgstore": "7.0.1",
     "gulp-terser": "2.0.1",
     "gulp-webp": "4.0.1",
     "postcss": "8.2.10",
     "postcss-csso": "5.0.1",
     "stylelint": "13.12.0",
     "stylelint-config-htmlacademy": "0.1.4"
   },
   "scripts": {
     "editorconfig": "editorconfig-cli",
     "stylelint": "stylelint \"source/less/**/*.less\" --syntax less",
     "lint": "npm run editorconfig && npm run stylelint",
     "build": "gulp build",
     "start": "gulp"
   },
   "browserslist": [
     "last 2 versions",
     "not dead",
     "not ie <= 11"
   ],
```

```
"*.json",
    "*.js",
    "source/*.html",
    "source/js/**/*.js",
    "source/img/**/*.svg",
    "source/less/**/*.less"
],
    "engines": {
        "node": "14.15.0"
}
```

gulpfile.js

```
const gulp = require("gulp");
const plumber = require("gulp-plumber");
const sourcemap = require("gulp-sourcemaps");
const less = require("gulp-less");
const postcss = require("gulp-postcss");
const autoprefixer = require("autoprefixer");
const csso = require("postcss-csso");
const rename = require("gulp-rename");
const terser = require("gulp-terser");
const imagemin = require("gulp-imagemin");
const webp = require("gulp-webp");
const svgstore = require("gulp-svgstore");
const del = require("del");
const sync = require("browser-sync").create();
// Styles
const styles = () => {
return gulp.src("source/less/style.less")
.pipe(plumber())
.pipe(sourcemap.init())
.pipe(less())
.pipe(postcss([
autoprefixer(),
csso()
```

```
]))
.pipe(rename("style.min.css"))
.pipe(sourcemap.write("."))
.pipe(gulp.dest("build/css"))
.pipe(sync.stream());
}
exports.styles = styles;
// HTML
const html = () => {
return gulp.src("source/*.html")
.pipe(gulp.dest("build"));
}
// Scripts
const scripts = () => {
return gulp.src("source/js/script.js")
.pipe(terser())
.pipe(rename("script.min.js"))
.pipe(gulp.dest("build/js"))
.pipe(sync.stream());
}
exports.scripts = scripts;
// Images
const optimizeImages = () => {
return gulp.src("source/img/**/*.{png,jpg,svg}")
.pipe(imagemin([
imagemin.mozjpeg({progressive: true}),
imagemin.optipng({optimizationLevel: 3}),
imagemin.svgo()
]))
.pipe(gulp.dest("build/img"))
}
exports.images = optimizeImages;
const copyImages = () => {
return gulp.src("source/img/**/*.{png,jpg,svg}")
```

```
.pipe(gulp.dest("build/img"))
}
exports.images = copyImages;
// WebP
const createWebp = () => {
return gulp.src("source/img/**/*.{jpg,png}")
.pipe(webp({quality: 90}))
.pipe(gulp.dest("build/img"))
}
exports.createWebp = createWebp;
// Sprite
const sprite = () => {
return gulp.src("source/img/icons/*.svg")
.pipe(svgstore({
inlineSvg: true
}))
.pipe(rename("sprite.svg"))
.pipe(gulp.dest("build/img"));
}
exports.sprite = sprite;
// Copy
const copy = (done) => {
gulp.src([
"source/fonts/*.{woff2,woff}",
"source/*.ico",
"source/img/**/*.svg",
"!source/img/icons/*.svg",
], {
base: "source"
.pipe(gulp.dest("build"))
done();
}
exports.copy = copy;
```

```
// Clean
const clean = () => {
return del("build");
};
// Server
const server = (done) => {
sync.init({
server: {
baseDir: "build"
},
cors: true,
notify: false,
ui: false,
});
done();
}
exports.server = server;
// Reload
const reload = (done) => {
sync.reload();
done();
}
// Watcher
const watcher = () => {
gulp.watch("source/less/**/*.less", gulp.series(styles));
gulp.watch("source/js/script.js", gulp.series(scripts));
gulp.watch("source/*.html", gulp.series(html, reload));
}
// Build
const build = gulp.series(
clean,
copy,
optimizeImages,
gulp.parallel(
styles,
```

```
html,
scripts,
sprite,
createWebp
),
);
exports.build = build;
// Default
exports.default = gulp.series(
clean,
copy,
copyImages,
gulp.parallel(
styles,
html,
scripts,
sprite,
createWebp
),
gulp.series(
server,
watcher
));
```

Сборка на SASS

```
package.json

{
    "private": true,
    "devDependencies": {
        "@htmlacademy/editorconfig-cli": "1.0.0",
        "autoprefixer": "10.2.5",
        "browser-sync": "2.26.14",
        "del": "6.0.0",
        "gulp": "4.0.2",
        "gulp-imagemin": "7.1.0",
```

```
"gulp-sass": "4.1.0",
    "gulp-plumber": "1.2.1",
    "gulp-postcss": "9.0.0",
    "gulp-rename": "2.0.0",
    "gulp-sourcemaps": "3.0.0",
    "gulp-svgstore": "7.0.1",
    "gulp-terser": "2.0.1",
    "gulp-webp": "4.0.1",
    "postcss": "8.2.10",
    "postcss-csso": "5.0.1",
    "stylelint": "13.12.0",
    "stylelint-config-htmlacademy": "0.1.4"
  },
  "scripts": {
    "editorconfig": "editorconfig-cli",
    "stylelint": "stylelint \"source/sass/**/*.scss\" --syntax scss",
    "lint": "npm run editorconfig && npm run stylelint",
    "build": "gulp build",
    "start": "gulp"
  },
  "browserslist": [
    "last 2 versions",
    "not dead",
    "not ie <= 11"
  ],
  "editorconfig-cli": [
    "*.json",
    "*.js",
    "source/*.html",
    "source/js/**/*.js",
    "source/img/**/*.svg",
    "source/sass/**/*.scss"
  ],
  "engines": {
    "node": "14.15.0"
  }
}
```

```
const gulp = require("gulp");
const plumber = require("gulp-plumber");
const sourcemap = require("gulp-sourcemaps");
const sass = require("gulp-sass");
const postcss = require("gulp-postcss");
const autoprefixer = require("autoprefixer");
const csso = require("postcss-csso");
const rename = require("gulp-rename");
const terser = require("gulp-terser");
const imagemin = require("gulp-imagemin");
const webp = require("gulp-webp");
const svgstore = require("gulp-svgstore");
const del = require("del");
const sync = require("browser-sync").create();
// Styles
const styles = () => {
return gulp.src("source/sass/style.scss")
.pipe(plumber())
.pipe(sourcemap.init())
.pipe(sass())
.pipe(postcss([
autoprefixer(),
csso()
1))
.pipe(rename("style.min.css"))
.pipe(sourcemap.write("."))
.pipe(gulp.dest("build/css"))
.pipe(sync.stream());
}
exports.styles = styles;
// HTML
const html = () => {
return gulp.src("source/*.html")
.pipe(gulp.dest("build"));
}
// Scripts
```

```
const scripts = () => {
return gulp.src("source/js/script.js")
.pipe(terser())
.pipe(rename("script.min.js"))
.pipe(gulp.dest("build/js"))
.pipe(sync.stream());
}
exports.scripts = scripts;
// Images
const optimizeImages = () => {
return gulp.src("source/img/**/*.{png,jpg,svg}")
.pipe(imagemin([
imagemin.mozjpeg({progressive: true}),
imagemin.optipng({optimizationLevel: 3}),
imagemin.svgo()
]))
.pipe(gulp.dest("build/img"))
}
exports.images = optimizeImages;
const copyImages = () => {
return gulp.src("source/img/**/*.{png,jpg,svg}")
.pipe(gulp.dest("build/img"))
}
exports.images = copyImages;
// WebP
const createWebp = () => {
return gulp.src("source/img/**/*.{jpg,png}")
.pipe(webp({quality: 90}))
.pipe(gulp.dest("build/img"))
}
exports.createWebp = createWebp;
// Sprite
const sprite = () => {
return gulp.src("source/img/icons/*.svg")
```

```
.pipe(svgstore({
inlineSvg: true
}))
.pipe(rename("sprite.svg"))
.pipe(gulp.dest("build/img"));
}
exports.sprite = sprite;
// Copy
const copy = (done) => {
gulp.src([
"source/fonts/*.{woff2,woff}",
"source/*.ico",
"source/img/**/*.svg",
"!source/img/icons/*.svg",
], {
base: "source"
})
.pipe(gulp.dest("build"))
done();
}
exports.copy = copy;
// Clean
const clean = () => {
return del("build");
};
// Server
const server = (done) => {
sync.init({
server: {
baseDir: "build"
},
cors: true,
notify: false,
ui: false,
});
done();
}
```

```
exports.server = server;
// Reload
const reload = (done) => {
sync.reload();
done();
}
// Watcher
const watcher = () => {
gulp.watch("source/sass/**/*.scss", gulp.series(styles));
gulp.watch("source/js/script.js", gulp.series(scripts));
gulp.watch("source/*.html", gulp.series(html, reload));
}
// Build
const build = gulp.series(
clean,
copy,
optimizeImages,
gulp.parallel(
styles,
html,
scripts,
sprite,
createWebp
),
);
exports.build = build;
// Default
exports.default = gulp.series(
clean,
сору,
copyImages,
gulp.parallel(
styles,
html,
scripts,
sprite,
createWebp
```

), gulp.series(server, watcher));	
Прочитали статью?	
Нажмите кнопку «Готово», чтобы сохранить прогресс.	
Готово	
① Если вы обнаружили ошибку или неработающую ссылку, выделите ee и нажмите Ctrl	+ Enter
Поиск по материалам	
Git	
E	Все материалы
В самом начале	?
Пройдите опрос Укажите персональные данные Изучите регламент Прочитайте FAQ Добавьте свой Гитхаб Выберите наставника Создайте проект	
Мой наставник Выбрать наставника	?
Работа с наставником	
У вас осталось 10 из 10 консультаций.	
История	









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Тренажёры

Подписка

Для команд и компаний

Учебник по РНР

Профессии

Фронтенд-разработчик

JavaScript-разработчик

Фулстек-разработчик

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HTML и CSS. Профессиональная вёрстка сайтов

HTML и CSS. Адаптивная вёрстка и автоматизация

JavaScript. Профессиональная разработка веб-интерфейсов

JavaScript. Архитектура клиентских приложений

React. Разработка сложных клиентских приложений

Node.js. Профессиональная разработка REST API

Node.js и Nest.js. Микросервисная архитектура

TypeScript. Теория типов

Алгоритмы и структуры данных

Паттерны проектирования

Webpack

Vue.js 3. Разработка клиентских приложений

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Анимация для фронтендеров

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С чего начать

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