

# Using Webpack with \${backendTechnology}

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### Webpack is awesome

### Webpack is awesome, but...

# What if you need to combine it with Node.js?

### What if you need to combine it with PHP?

# What if you need to combine it with Ruby on Rails?

# What if you need to combine it with Diango?

# What if you need to combine it with Spring?

## What if you need to combine it with Rust?

## What if you need to combine it with <a href="#">Swift?</a>

### What if you need to combine it with Haskel?

### What if you need to combine it with **COBOL?**

### There is a way!

### WEBPACK + NODE.JS

#### NODE.JS

- Special case (same language)
- Three approaches

#### 1) STATIC ASSETS

- Build the assets during deployment and serve them statically
  - nginx / apache
  - express-static
  - some other way

#### 2) WEBPACK-ISOMORPHIC-TOOLS

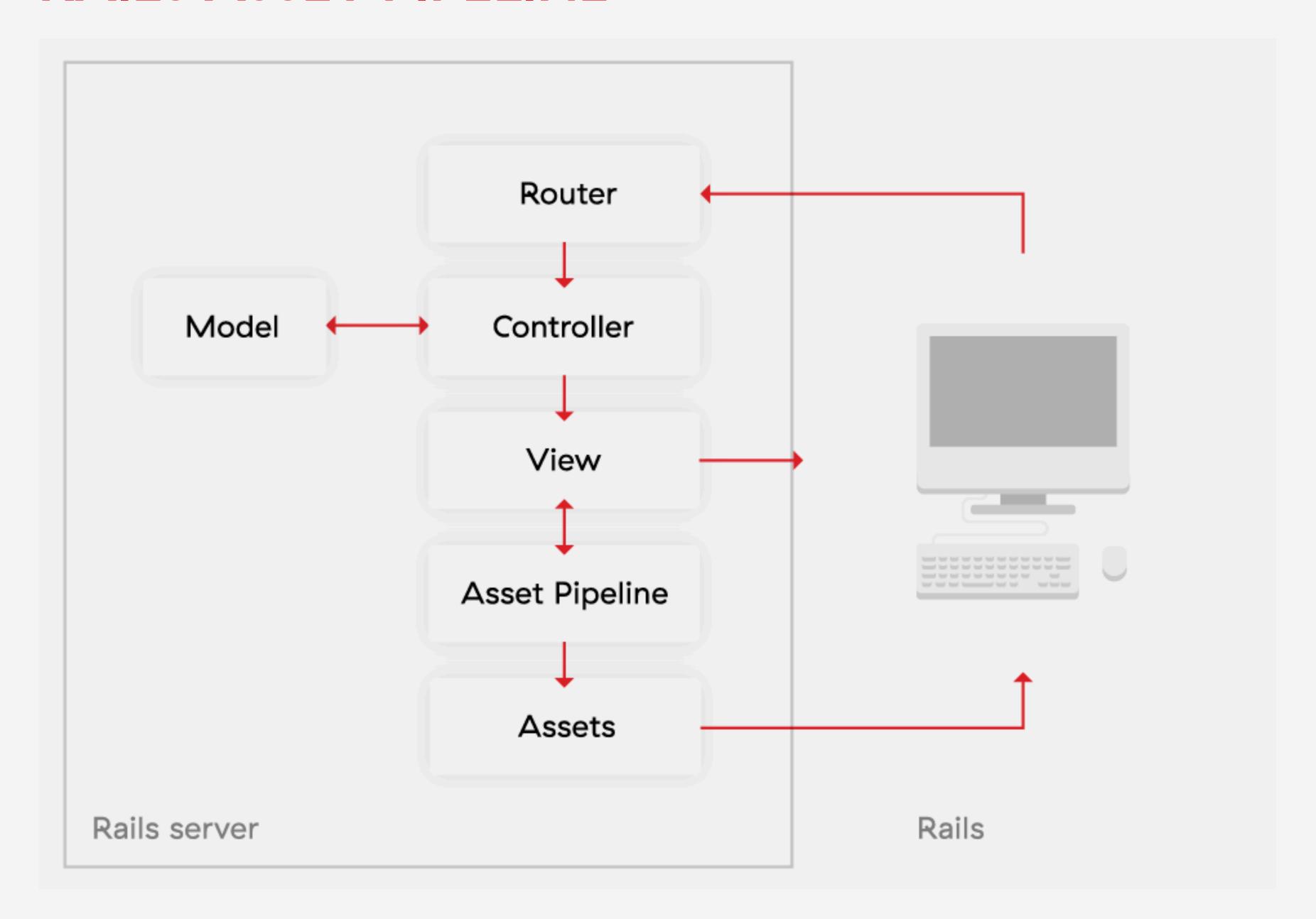
- Monkeypatch the node require
- Buggy
- Officially not recommended

#### 3) PASS NODE.JS CODE TROUGH WEBPACK

- e.g. using universal-webpack
- Both server and client code pass trough the same process
  - target: "web"
  - target: "node"
- Hot reloading!

### WEBPACK + RUBY ON RAILS

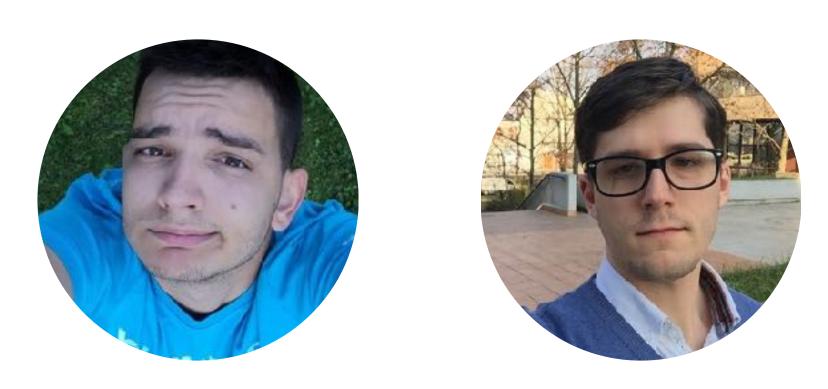
#### RAILS ASSET PIPELINE



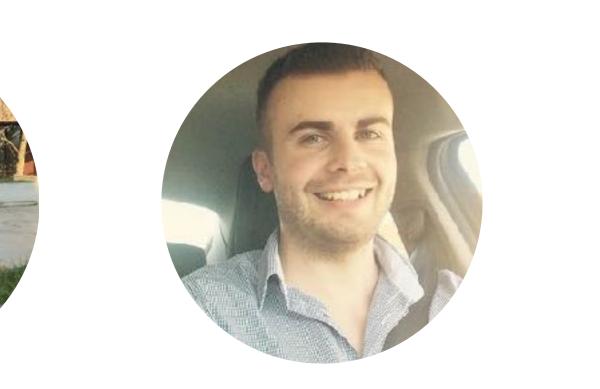
#### **RUBY ON RAILS**

- SOLUTION IS GENERIC IT APPLIES TO ANY TECHNOLOGY
- webpack-asset-pipeline











#### WEBPACK-ASSET-PIPELINE

Creates a manifest JSON with file mappings

#### Using assets from JS

```
// application.js

require('images/file1.jpg');
require('images/file2.jpg');
require('images/file3.jpg');
```

#### manifest.json

```
"application.js": "application-63eb3290f4d9a09812716b989a0808f3.js",
"images/file1.jpg": "963eb32907744d9a0d6b98127162808f.jpg",
"images/file2.jpg": "162808f4d9a0963eb3290774127d6b98.jpg",
"images/file3.jpg": "d6b98127162969a0808f3eb32907744d.jpg"
```

#### Ruby on Rails + WebpackHelper

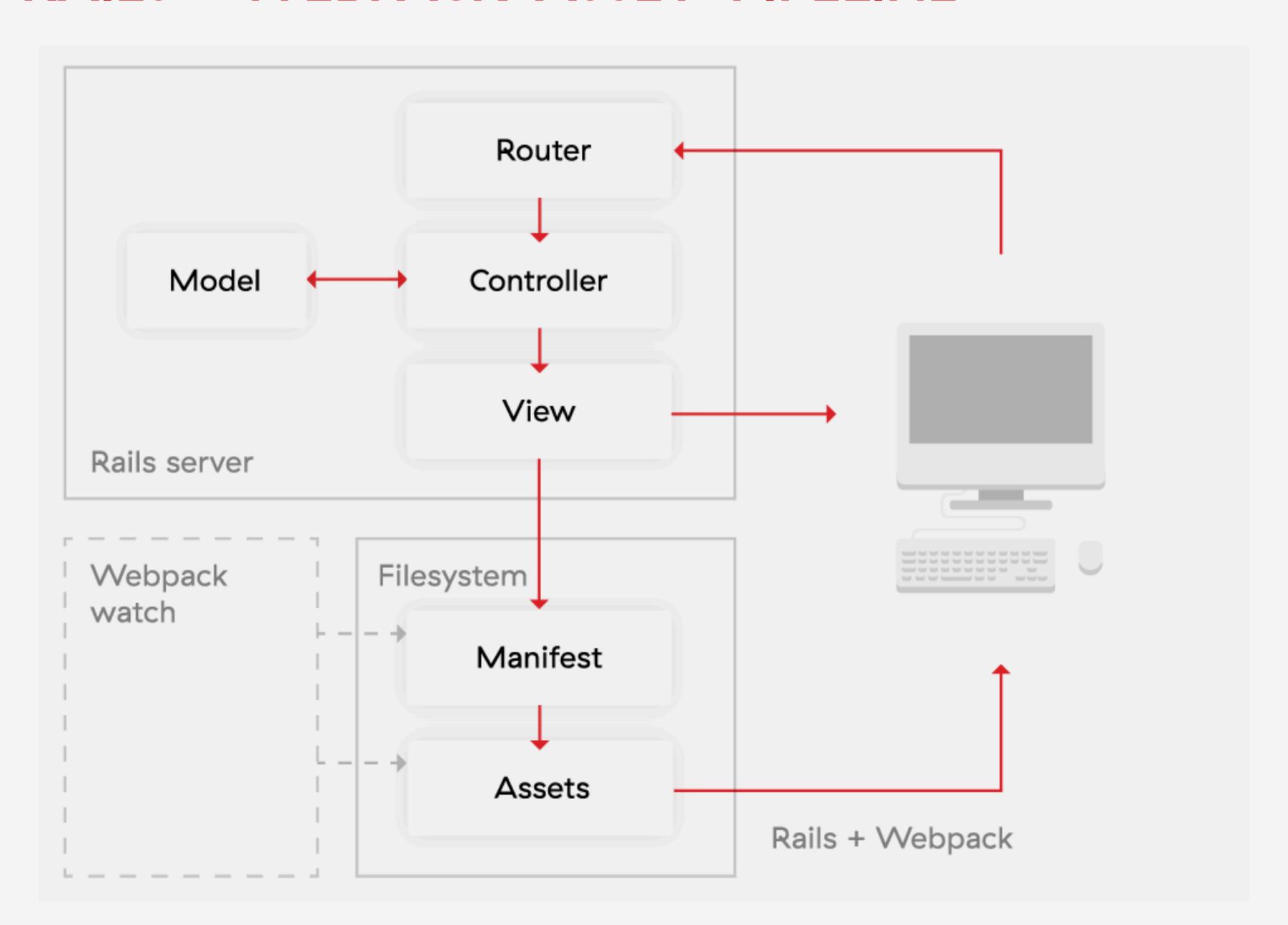
```
<img src="#{webpack_asset_url('logo.svg')}" alt="logo" />
```

#### Ruby on Rails + Monkey patched assets helpers

```
= image_tag('logo.svg')

= stylesheet_link_tag 'application', media: 'all'
= javascript_include_tag 'application'
```

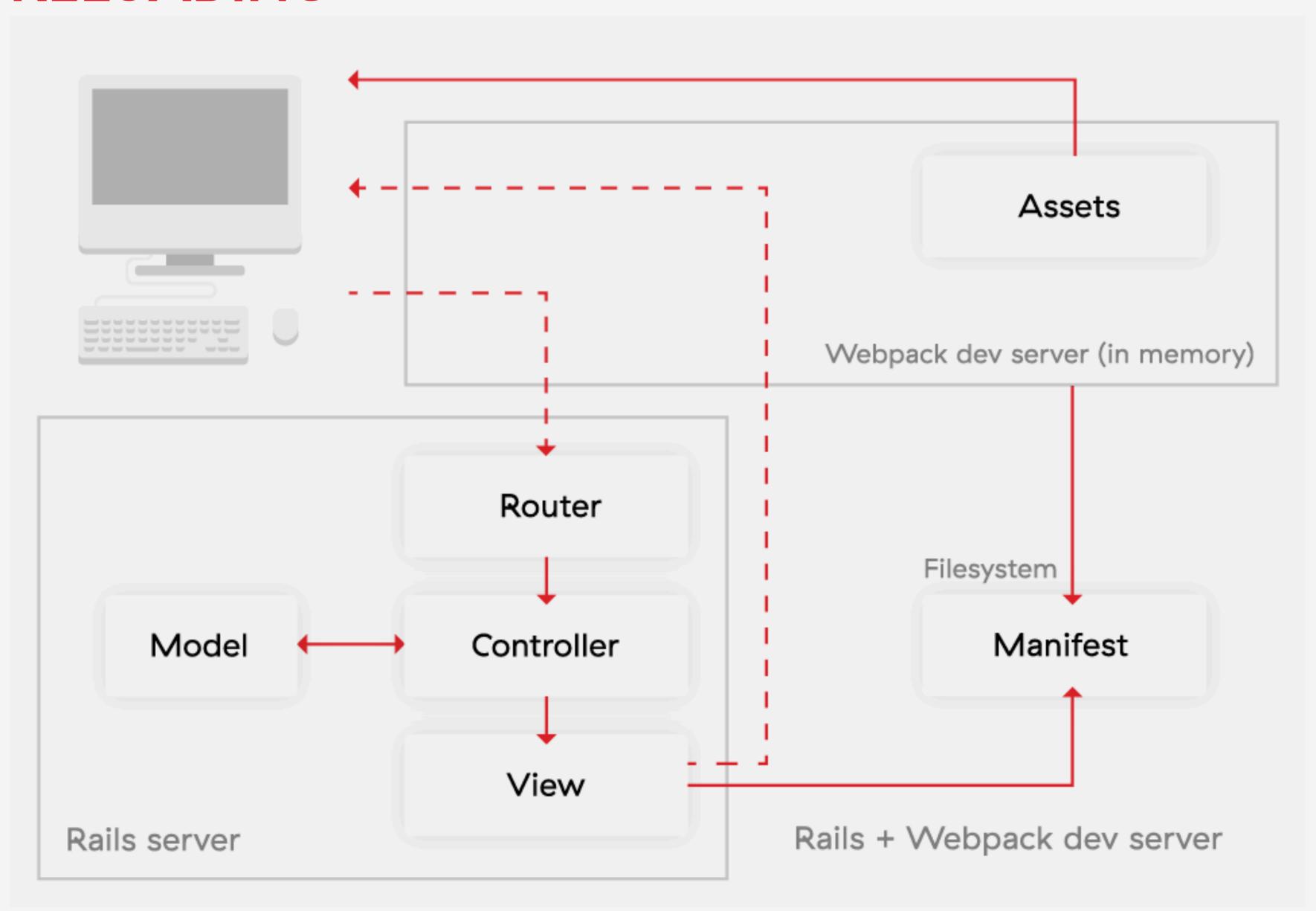
#### RAILS + WEBPACK-ASSET-PIPELINE



#### HOT RELOADING

- webpack-dev-server
- webpack-dev-middleware + express
  - webpack-express-dev-server-boilerplate

### RAILS + WEBPACK-ASSET-PIPELINE + HOT RELOADING



#### OTHER BACKEND TECHNOLOGIES...

Same principle - make a helper that reads manifest.json

Contributions welcome!

https://github.com/infinum/webpack-asset-pipeline/tree/master/documentation/integrations



### Thank you!

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### Questions?

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