

Bundling



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Why Bundle?



CommonJS doesn't work in web browsers

Package project into file(s)

Improve Node performance



Here's the plan



Module formats

Bundlers

Implement ES6 modules and bundling



Select a Module Format



5 Module Formats

IIFE

**Asynchronous
Module Definition
(AMD)**

**CommonJS
(CJS)**

**Universal Module
Definition
(UMD)**

ES6 Modules



```
myGlobal;
```

```
(function() {  
    //my code here  
})();
```

```
define(['jq'], function(jq) {});
```

```
var jquery = require('jquery')
```

```
import jQuery from 'jquery'
```

◀ Global

◀ IIFE

◀ AMD

◀ CommonJS

◀ ES6 Module

The past



Why Use ES6 Modules?

The logo for ES6 (ECMAScript 2015) features the text "ES6" in a bold, dark blue, sans-serif font. The letters are closely spaced, with the "6" having a distinctive shape. The logo is centered within a solid yellow square.

Standardized

Statically analyzable

- Improved autocomplete
- Intelligent refactoring
- Fails fast
- Tree shaking

Easy to read

- Named imports
- Default exports

Selecting a Bundler



The First Popular Bundler...



First popular bundler

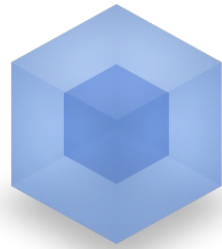
Utilizes and helped popularize AMD pattern



Bundlers



Browserify



webpack
MODULE BUNDLER

Webpack



Rollup



JSPM



Browserify

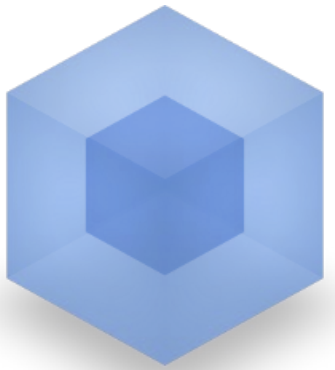


The first bundler to reach mass adoption

Bundle npm packages for the web

Large plugin ecosystem

Webpack



webpack
MODULE BUNDLER

Bundles more than just JS

Import CSS, images, etc like JS

Built in hot-reloading web server



Rollup



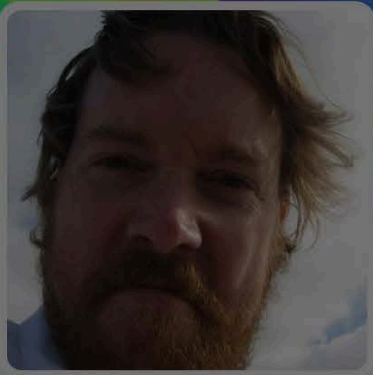
Tree shaking

Faster loading production code

Quite new

Great for library authors

No hot reloading and code splitting yet



Mike Bostock
@mbostock

I design tools for humans. Creator of #d3js.
Former @nytgraphics editor.

Joined December 2006

Mike Bostock
@mbostock

Follow

Why I'm excited about ES6 modules: a custom build of D3 4.0 in 3,610 gzipped bytes. (93% smaller!)

D3 Custom Bundle
Mike Bostock's Block bb09af4c39c79cffcde4
bl.ocks.org

RETWEETS 94 LIKES 116

12:32 PM - 29 May 2015

94

116

Reply to @mbostock

James Webber @james_t_webber · 29 May 2015
@mbostock how well do custom builds play with caching?

Mike Bostock @mbostock · 29 May 2015
@james_t_webber If you know you'll hit the cache, larger shared builds may be wise. But certainly it's nice to have the option either way.



JSPM



Uses SystemJS, a universal module loader

Can load modules at runtime

Has its own package manager

Can install from npm, git

Uses Rollup

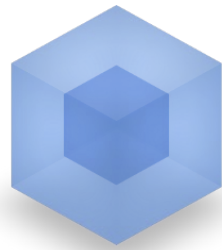


Bundlers



Browserify

Simple



webpack
MODULE BUNDLER

Webpack

Comprehensive



Rollup

**Tree-shaking
Performance**

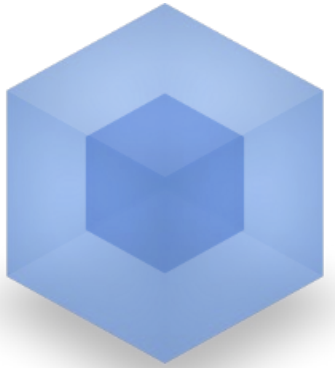


JSPM

**Runtime loader
Package manager**



Why Webpack?



webpack
MODULE BUNDLER

Much more than just JS

- CSS
- Images
- Fonts
- HTML

Bundle splitting

Hot module reloading

Webpack 2 offers tree shaking



Demo



Set up Webpack



Sourcemaps

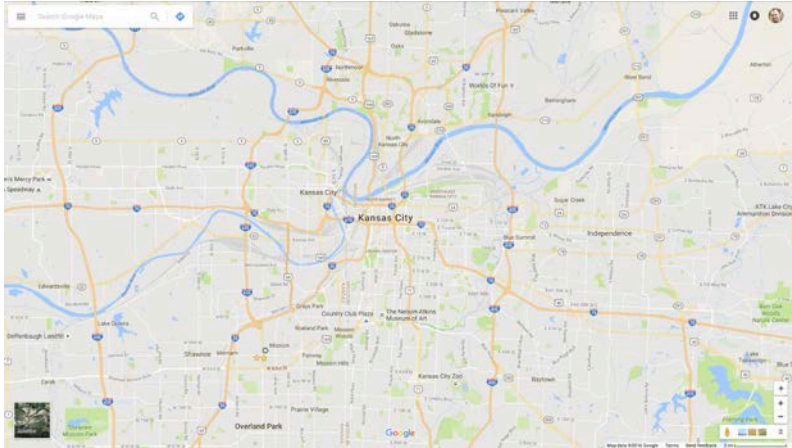


“How do I debug transpiled and bundled code?”

- Dev who hasn't seen the beauty of sourcemaps



Sourcemaps



Maps code back to original source

Part of our build

Downloaded if you open developer tools



Demo



Debugging via Sourcemaps



Wrap Up



Module formats

- IIFE, AMD, UMD, CommonJS, ES6

Bundlers

- Browserify, Webpack, Rollup, JSPM

Implement ES6 modules and bundling

Debug via sourcemap

Next up: Linting

