Library dependencies | WeWeb Documentation

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## Library dependencies ​

## What is a dependency? ​

In web development, encountering dependencies is inevitable when working with libraries.  
When using WeWeb libraries, there are three types of dependencies to be aware of:  
Plugin dependencies. Library dependencies. Coded component dependencies.  
When you publish, add or update a library in WeWeb, it's important to be aware of these dependencies.  
In the example below, you can see that this library has two dependencies, one to the Date plugin, and one to the Starter Kit library:

### Images

<https://docs.weweb.io/assets/dependencies1.FkP-FtMc.png>

## Plugin dependencies ​

A plugin dependency occurs when a component, class, or template within the library relies on a plugin.  
For example, if Library A includes a date picker component that requires the Date plugin, you'll need to add the Date plugin to your project for Library A to function correctly.

## Library dependencies ​

A library dependency occurs when one library depends on another library.  
For example, if Library C uses items from Library D (such as templates, classes, colors, etc.), you'll need to add Library D to your project to fully leverage Library C's capabilities.

## Coded component dependencies ​

A coded component dependency occurs when the library uses a specific version of a coded component.  
For this type of dependency, there is no action required on your side. When you add or update a WeWeb library that uses coded components, we will automatically import or update the coded component to your project.