

WEB PERFORMANCE

https://github.com/thelarkinn/webpack-workshop-2018

https://frontendmasters.com/courses/performance-webpack/

WEB PERFORMANCE

TOP 3 WEB PAGE LOAD TIME CAUSES:

AMOUNT OF JAVASCRIPT FOR INITIAL DOWNLOAD

AMOUNT OF CSS FOR INITIAL DOWNLOAD

AMOUNT OF NETWORK REQUESTS ON INITIAL DOWNLOAD

GOALS:

-- ZOOKS (UNCOMPRESSED) INITIAL JAVASCRIPT [TOTAL]

-- OOKB (UNCOMPRESSED) INITIAL CSS [TOTAL]

HTTP: <= 6 INITIAL NETWORK CALLS

HTTP/2: <= 20 INITIAL NETWORK CALLS

10% CODE COVERAGE (ONLY 10% CODE UNUSED)

CODE SPLITTING

CODE SPLITTING

code splitting





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About 36,300,000 results (0.68 seconds)

code splitting - Webpack

https://webpack.github.io/docs/code-splitting.html ▼

This feature is called "**code splitting**". It's an opt-in feature. You can define split points in your code base. Webpack takes care of the dependencies, output files ...



For example, here is the initial, unsplit Hello sample that comes with GWT:

```
public class Hello implements EntryPoint {
  public void onModuleLoad() {
    Button b = new Button("Click me", new ClickHandler() {
     public void onClick(ClickEvent event) {
        Window.alert("Hello, AJAX");
     }
  });
```

Suppose you wanted to split out the Window.alert call into a separate code download. The following code accomplishes this:

```
public class Hello implements EntryPoint {
 public void onModuleLoad() {
   Button b = new Button("Click me", new ClickHandler() {
     public void onClick(ClickEvent event) {
       GWT.runAsync(new RunAsyncCallback() {
         public void onFailure(Throwable caugh) ;
           Window.alert("Code download failed");
         public void onSuccess() {
           Window.alert("Hello, AJAX");
       });
   });
   RootPanel.get().add(b);
```



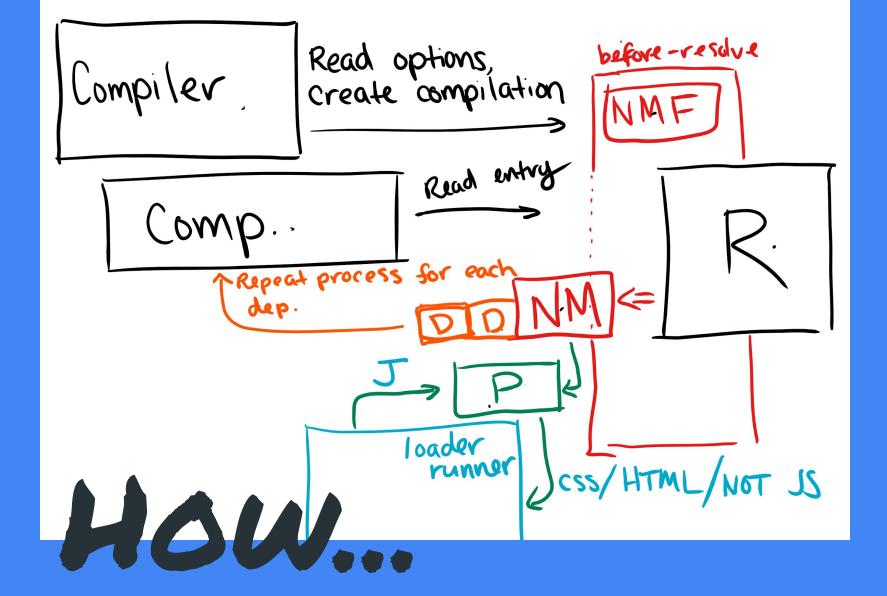
webpack

CODE SPLITTING

PROCESS OF SPLITTING PIECES OF YOUR CODE INTO ASYNC CHUNKS

[AT BUILD TIME]

HOW DOES IT



WHY SHOULD I CARE?

WHY...

THE FUTURE OF WEB 15 MOBILE

THE AVERAGE MOBILE WEBSITE TAKES IY
SECONDS TO GET INTERACTIVE

LOAD LESS CODE => INTERACTIVE FASTER.

TWO TYPES

TWO TYPES

STATIC "DYNAMIC"

STATIC

WHEN TO USE:

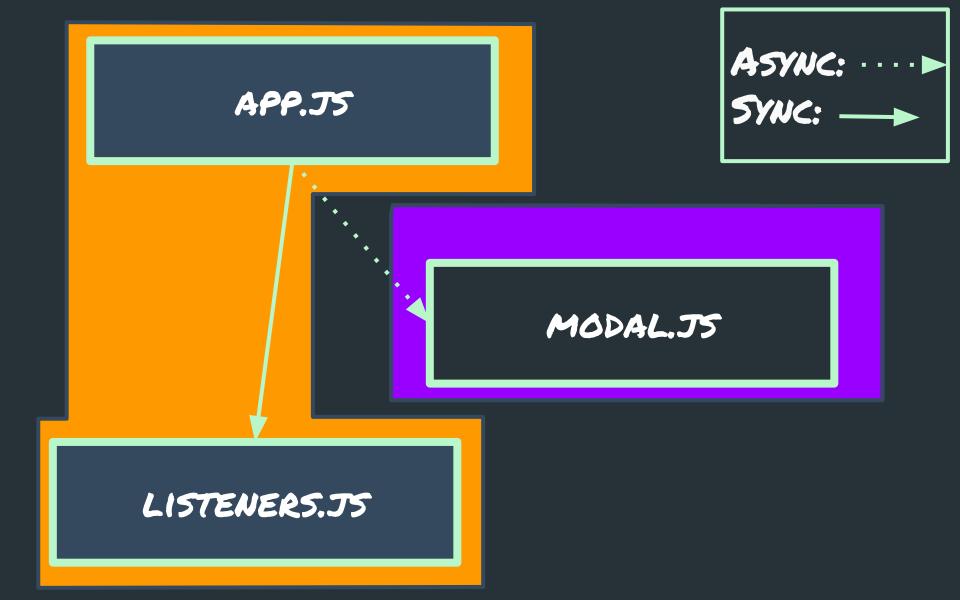
"HEAVY" JAVASCRIPT ANYTHING TEMPORAL ROUTES

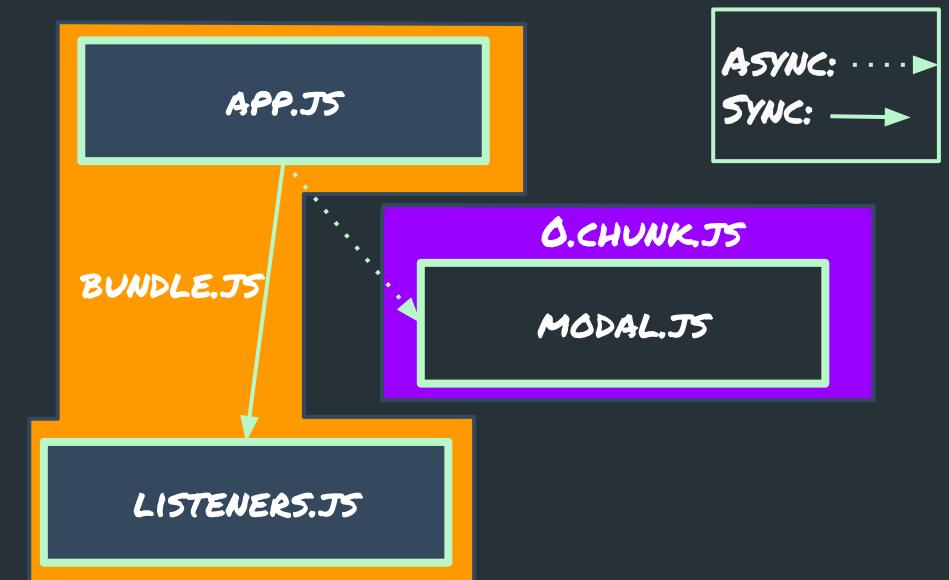
```
import Listener from './listeners.js';
const getModal = () => import('./src/modal.js');
Listener.on('didSomethingToWarrentModalBeingLoaded', () => {
 // Async fetching modal code from a separate chunk
  getModal().then((module) => {
    const modalTarget = document.getElementById('Modal');
    module.initModal(modalTarget);
  });
```

```
import Listener from './listeners.js';
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    module.initModal(modalTarget);
  });
```

ALWAYS RETURNS A PROMISE

ASYNC: ---APP.JS MODAL.JS LISTENERS.JS





DYNAMIC

```
const getTheme = (themeName) => import(`./src/themes/${themeName}`);
// Using `import()` 'dynamically'
if (window.feeling.stylish) {
  getTheme("stylish").then((module) => {
    module.applyTheme();
  });
 else if (window.feeling.trendy) {
  getTheme("trendy").then((module) => {
   module.applyTheme();
  });
```

```
const getTheme = (themeName) => import(`./src/themes/${themeName}`);
// Using `import()` 'dynamically'
if (window.feeling.stylish) {
  getTheme("stylish").then((modute) => {
    module.applyTheme();
  });
} else if (window.feeling.trendy) {
  getTheme("trendy").then((module) = \sum_{i=1}^{n} \{i \in \mathcal{A}_i | i \in \mathcal{A}_i \}
    module.applyTheme();
  });
     LOADING AN ASTINC BUNDLE BASED ON
                   RUNTIME CONDITIONS
```

BREAKDOUN

```
const getTheme = (themeName) =>
import(`./src/themes/${themeName}`);
```

```
const getTheme = (themeName) =>
  import(`./src/themes/${themeName}`);
          PARTIAL PATH EXPRESSION
            DIRECTORY
                        RESOLVABLE
                          MODULE
            CONTEXT
```

CONTEXTMODULE!!!

```
const getTheme = (themeName) =>
  import(`./src/themes/${themeName}`);
                            "HEY WEBPACK! FIND ME ALL
  MODULES IN THIS PARTIAL PATH"

▲ themes
    Js hipster.js
                                        O.CHUNK.JS
    Js sheek.js
                                        1.CHUNK, JS
    Js stylish.js
                                        ZCHUNK.JS
    Js trendy.js
                                        3.CHUNK.JS
    Js vintage.js
                                        Y.CHUNK.JS
```

WHEN TO USE:

AB TESTING THEMING CONVENIENCE

EXERCISE TIME

NOTE: ALWAYS FOCUS ON SPLITTING BEFORE CACHING

PERF SCENARIOS

HTTP/Z

SERVICE WORKER

PROGRESSIVE WEB APPLICATIONS

PERFORMANCE HINTS

BUILDING FOR NODE?

SHOULD YOU?

BUILDING FOR NODE?

SHOULD YOU?

BUILDING FOR ELECTRON?

SHOULD YOU?

BUILDING FOR LIBS?

SHOULD YOU?