



# **Frontend Tooling** by @naoisegolden

Based on @soyjav's "HTML5 WTF!"



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# Task Managers

“a *rake* for javascript”



<http://gruntjs.com/>



# Knowing Grunt

The Grunt ecosystem is huge and it's growing every day. With literally hundreds of plugins to choose from, you can use Grunt to automate just about anything with a minimum of effort. If someone hasn't already built what you need, authoring and publishing your own Grunt plugin to npm is a breeze.

Who uses Grunt?



# Grunt Code

## 1. Intalling the CLI

```
npm install -g grunt-cli  
grunt --version
```

## 2. Each time grunt is run, it looks for a locally npm grunt packages declared in Gruntfile

```
module.exports = (grunt) ->  
  grunt.initConfig  
    pkg: grunt.file.readJSON 'package.json'  
  
    coffee:  
      example: files: '/<%=pkg.name%>.js': '/<%=pkg.name%>.*.coffee'  
    uglify:  
      example: files: "/build/<%=pkg.name%>.js"      : '/<%=pkg.name%>.js'  
  
  grunt.loadNpmTasks 'grunt-contrib-coffee'  
  grunt.loadNpmTasks 'grunt-contrib-uglify'  
  
  grunt.registerTask 'default', ['coffee', 'uglify']
```

# WebSQL Code

## 3. Example of Package.json

```
{
  "name"          : "example",
  "version"       : "0.0.1",
  "description"   : "...",
  "homepage"      : "http://",
  "author"        : "John Doe <johndoe@mail.com>",
  "dependencies": {},
  "devDependencies": {
    "grunt-contrib-coffee" : "*",
    "grunt-contrib-uglify" : "*",
    "grunt-contrib-watch"  : "*"
  }
}
```



# Grunt Hack

- Create a gruntfile to compile SASS and uglify JavaScript
- Add grunt-gh-pages to deploy to Github Pages
- Add a task to watch that automatically compiles and uglifies





# Package Managers

*“a bundler for javascript”*



<http://bower.io/>

# Knowing Bower

Bower is a package manager for the web. It offers a generic, unopinionated solution to the problem of front-end package management, while exposing the package dependency model via an API that can be consumed by a more opinionated build stack. There are no system wide dependencies, no dependencies are shared between different apps, and the dependency tree is flat.

Bower runs over Git, and is package-agnostic. A packaged component can be made up of any type of asset, and use any type of transport (e.g., AMD, CommonJS, etc.).



# Bower Code

## 1. Intalling the CLI

```
npm install -g bower
```

## 2. Using...

```
# Using the dependencies listed in the current directory's bower.json  
bower install
```

```
# Using a local or remote package  
bower install <package-name>
```

```
# Search a determinate package  
bower search [<name>]
```

```
# Using a different name and a specific version of a package  
bower uninstall <package-name>
```

# Bower Code

## 3. Example of Bower.json

```
{
  "name": "lungo-bootstrap",
  "version": "1.0.0",
  "main": "path/to/main.css",
  "ignore": [ ".jshintrc", "**/*.txt" ],
  "dependencies": {},
  "devDependencies": {
    "lungo"      : "*",
    "quojs"      : "*",
    "monocle"    : "*",
    "appnima.js" : "*",
    "hope"       : "*",
    "CSSmethods" : "*",
    "device.js"  : "*"
  }
}
```



# Bower Hack

- Create a bower.json to auto install Bower Packages
- Change your grunt file to concat Bower JavaScript files in unique file.
- Register your own Bower Package