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Introduction to Webpack

A blurred, dark blue-tinted background image of a large audience seated in a lecture hall, facing a screen at the front.

Conventions, Build Process, Basic Builds



Have a Question?

#webpack





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- Why should I use Webpack
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webpack

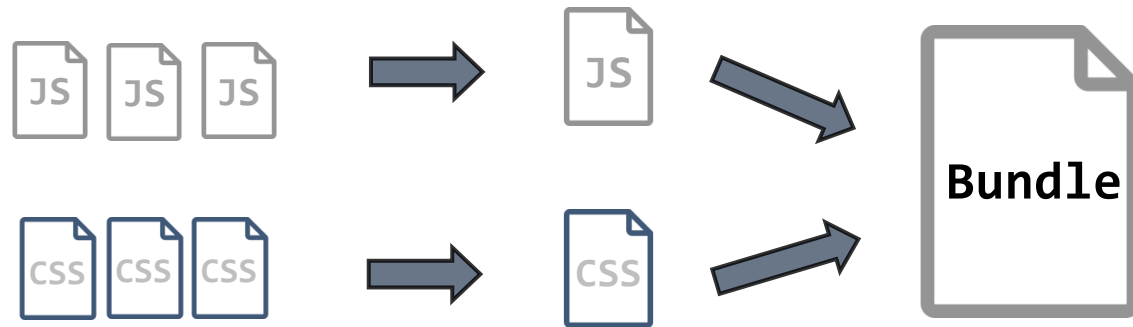
A Wicked Smart Module Bundler

Webpack



What is Webpack?

- One of the newest tools, combining **build** steps and **bundling**
- Bundles **JavaScript** files for usage in a **browser**
- Supports **dependency** management
- Can load any **3rd party library** as a **module**
- Comes with it's **own** development **server**





What Does Webpack Do?

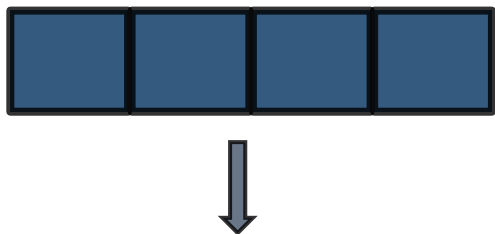
- Manages **dependencies**
 - require
 - import
- Build **tasks** - convert and preprocess
 - Minify
 - Combine
 - Sass / Less conversion
 - Babel transpile
- Combines the build **system** and **module bundling**





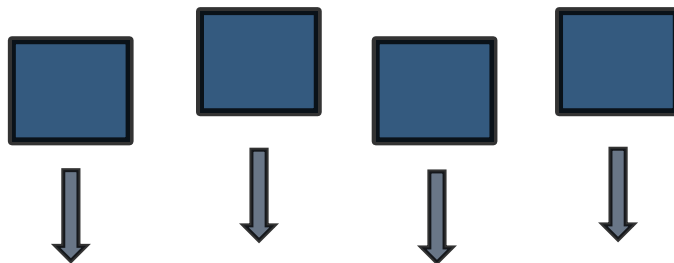
Code Splitting

- Request per module



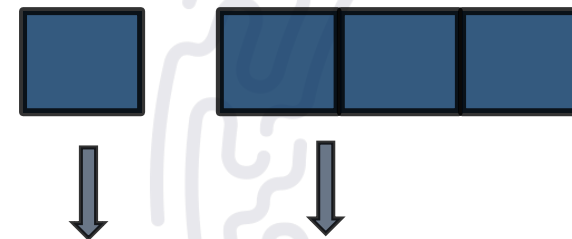
- + Get only what you need
- Much overhead
- Requests latency

- All in one request



- + Less latency
- Get all bunch

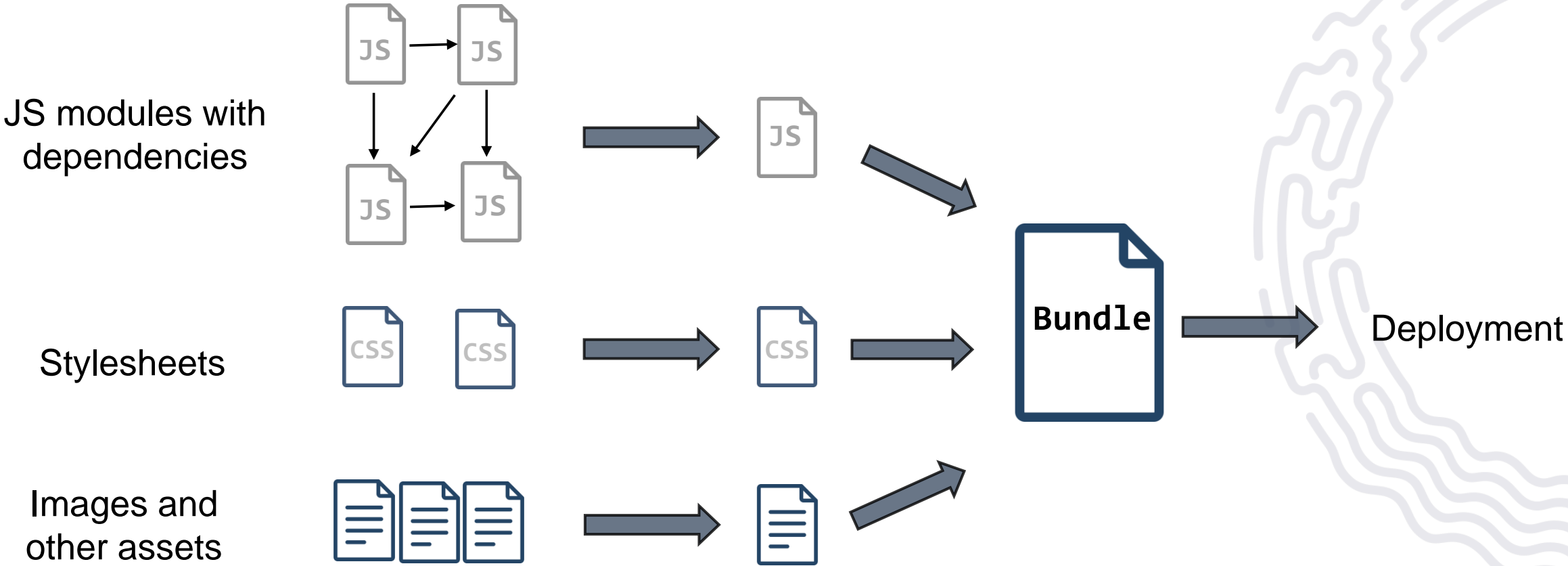
- Modules to chunks



- + Get only what you need
- + Less requests, less overhead



Webpack Build Process





Webpack Installation



Installation and CLI

- Install **Webpack** via **npm**

```
npm install webpack --save-dev
```

- Install the Webpack **command line interface**

```
npm install webpack-cli --save-dev
```

- Install the add-on **development server**

```
npm install webpack-dev-server --save-dev
```

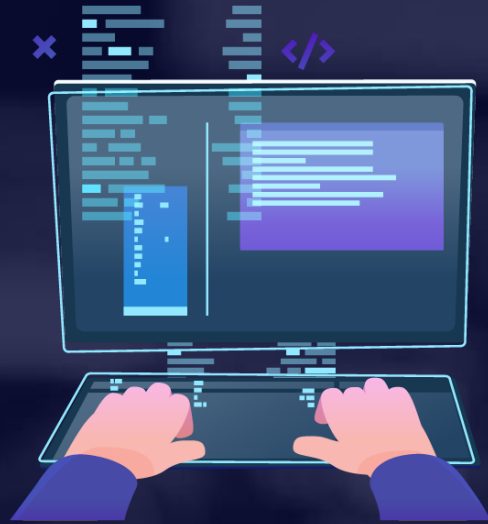




Package.json

Change package.json file

```
{
  "name": "Demo",
  "version": "1.0.0",
  "description": "",
  "private": true,
  "main": "index.js",
  "scripts": {
    "test": "echo \"Error: no test specified\" && exit 1"
  },
  "keywords": [],
  "author": "",
  "license": "ISC",
  "devDependencies": {
    "webpack": "^4.35.3",
    "webpack-cli": "^3.3.5",
    "webpack-dev-server": "^3.7.2"
  }
}
```



Config File, Watch Mode, Production

Basic Builds



Modules

- The **import** and **export** statements have been standardized in ES2015. They are **not supported** in most browsers yet
- Behind the scenes, webpack actually "**transpiles**" the code so that older browsers can also run it.
- Note that webpack will not **alter** any code other than **import** and **export** statements.



Adding a Config File

- Create a **webpack.config.js** to **automate** your build
 - Configuration is in JSON format

```
module.exports = {  
  entry: "./app.js",  
  output: {  
    filename: "bundle.js",  
    path: path.resolve(__dirname, 'dist')  
  }  
};
```

Starting module

Final output file

Destination path

- When running **npx webpack** from the terminal, it uses this config



Enable Watch Mode

- Webpack can **watch** for file changes and **rebuild** the bundle
 - Add an argument or change your **config file** to enable **hot reloading**

```
npx webpack --watch
```

```
module.exports = {  
  entry: ... , output: ... ,  
  watch: true  
};
```




Web Server with Watch Mode

- Run the **development server** from the terminal

```
npx webpack -dev-server --open
```

- Change your **config file** to enable **hot reloading**

```
module.exports = {  
  entry: ... , output: ... ,  
  devServer: {  
    publicPath: "/dist/",  
    watchContentBase: true,  
  }  
};
```





Building Multiple Files

- Requiring files

```
require("./file")
```

- Adding an **additional entry file** to our **webpack.config.js** file

```
module.exports = {  
  entry: ["./global.js", "./app.js"],  
  output: {  
    filename: "bundle.js"  
  }  
};
```



Processing Files with Loaders and Preloaders

- **Loaders** apply transformations to files
 - Can be downloaded with **npm** and configured in the **main config**

```
module.exports = {  
  entry: "./entry.js",  
  output: {filename: "bundle.js"},  
  module: {  
    rules: [ ... ]  
  }  
};
```

Loader format

```
{  
  test: /\.js$/,  
  exclude: /node_modules/,  
  loader: "babel-loader"  
}
```

- **Preloaders** are the same, they just run **before** any loaders



Creating a Start Script

- Webpack uses **npm scripts** for further automation
 - Add to your **package.json** file

```
scripts: {  
  "start": "webpack-dev-server --open"  
};
```

- Instead of running **npx webpack-dev-server**, we can run the following instead

```
npm start
```

Production and Development Builds (1)

- To **minify** the bundle for deploy, run webpack with **-p** argument

```
npx webpack -p
```

- Install **strip-loader**

- Strips **arbitrary functions** out of your production code

```
npm install strip-loader --save-dev
```

- Create **webpack-production.config.js**

- You can specify a **different config file** for production

```
npx webpack --config webpack-production.config.js -p
```



Production and Development Builds (2)

- In the `webpack-production.config.js` write the following code:

- Require the **strip-loader** npm module

```
let WebpackStripLoader = require('strip-loader');
```

- Require the **original webpack** configuration file

```
let devConfig = require('./webpack.config.js');
```



Production and Development Builds (3)

- Create a **new object**, and pass in the **test**, **exclude** and **loader** keys

```
let stripLoader = { test: [/\.js$/, /\.es6$/],  
  exclude: /node_modules/,  
  loader: WebpackStripLoader.loader('console.log') }
```



Production and Development Builds (4)

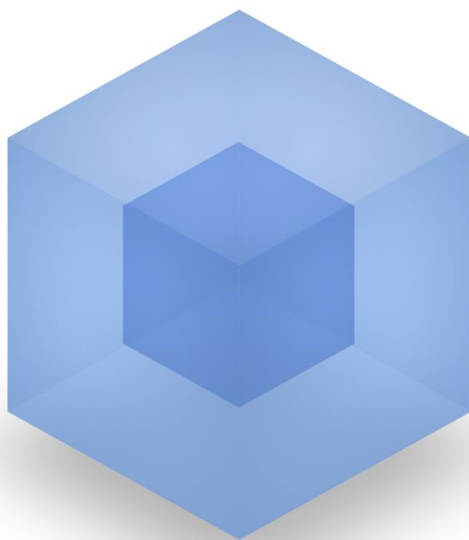
- **Push** the new object into our **loaders** array from our **original config**

```
devConfig.module.loaders.push(stripLoader);
```

- **Export** our new config object

```
module.exports = devConfig;
```





Automated Build with WebPack

Live Demo



Summary

- Webpack is a **module bundler**. It relies on:
 - **Dependency graph** underneath
 - **Loaders** and **plugins**
- Its **configuration** describes how to transform assets of the graphs
- Features like **code splitting** are used
- It comes with it's **own** development **server**





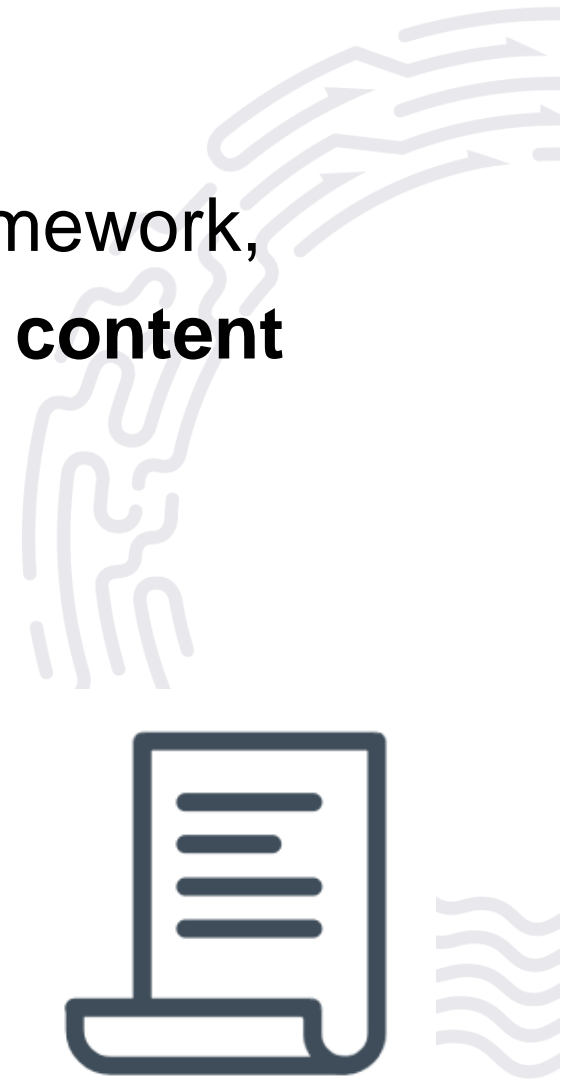
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THANK YOU

