

Setting Up Webpack

Modules have been available in JavaScript through third-party libraries. ECMAScript 6 adds native support for modules to JavaScript. When you compile a modular ECMAScript 6 application to ECMAScript 5, the compiler relies on a third party library to implement modules in ECMAScript 5. [Webpack](#) and [Browserify](#) are two popular options, and Babel supports both (and others). We use Webpack in this tutorial.

In this unit, you add Webpack to your development environment.

Step 1: Set Up Webpack

1. On the command line, make sure you are in the `es6-tutorial` directory and install the **babel-loader** and **webpack** modules:
2. `npm install babel-loader webpack --save-dev`
3. Open **package.json** in your code editor, and add a **webpack** script (right after the **babel** script). The scripts section should now look like this:
4.

```
"scripts": {  
  "babel": "babel --presets es2015 js/main.js -o build/main.bundle.js",  
  "start": "http-server",  
  "webpack": "webpack"  
},
```
5. In the `es6-tutorial` directory, create a new file named `webpack.config.js` defined as follows:
6.

```
var path = require('path');  
var webpack = require('webpack');  
  
module.exports = {  
  entry: './js/main.js',  
  output: {  
    path: path.resolve(__dirname, 'build'),  
    filename: 'main.bundle.js'  
  },  
  module: {  
    loaders: [  

```

```
    {
      test: /\.js$/,
      loader: 'babel-loader',
      query: {
        presets: ['es2015']
      }
    }
  ],
  stats: {
    colors: true
  },
  devtool: 'source-map'
};
```

Step 2: Build Using Webpack

1. On the command line, make sure you are in the **es6-tutorial** directory and type the following command:
2. `npm run webpack`
3. Webpack uses Babel behind the scenes to compile your application. You can build an application using Webpack even if that application is not using ECMAScript 6 modules. In other words, the **babel** script in package.json is not needed anymore.
4. Open a browser, access <http://localhost:8080>, and click the **Calculate** button.