



Web Advanced

Javascript: Webpack, Babel

DE HOGESCHOOL MET HET NETWERK

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What is Babel?

Babel is a JavaScript compiler

Babel is a toolchain that is mainly used to convert ECMAScript 2015+ code into a backwards compatible version of JavaScript in current and older browsers or environments. Here are the main things Babel can do for you:

- Transform syntax
- Polyfill features that are missing in your target environment (through [@babel/polyfill](#))
- Source code transformations (codemods)
- And more! (check out these [videos](#) for inspiration)

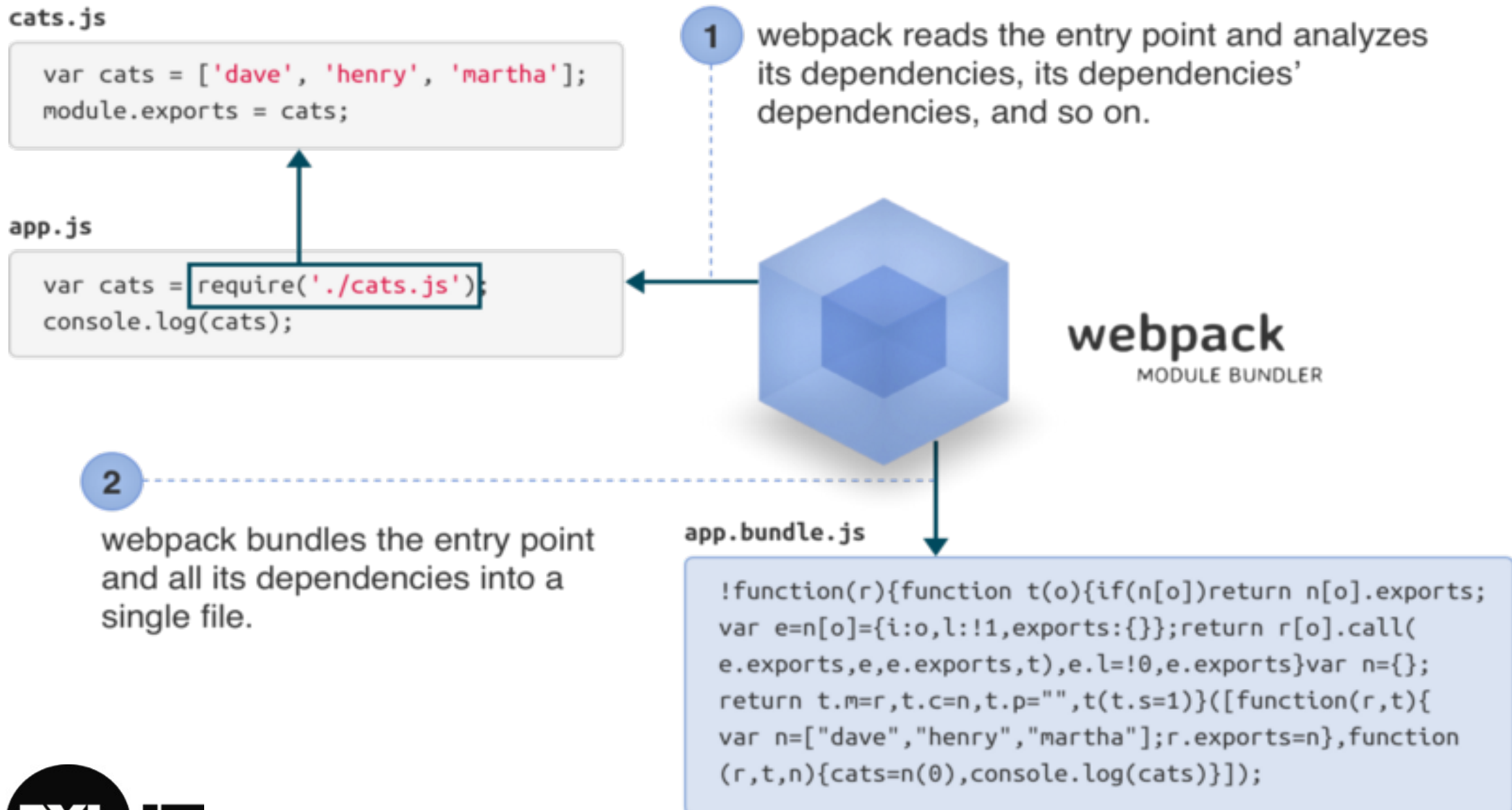
JavaScript

 Copy

```
// Babel Input: ES2015 arrow function
[1, 2, 3].map((n) => n + 1);

// Babel Output: ES5 equivalent
[1, 2, 3].map(function(n) {
  return n + 1;
});
```

What is Webpack?



Installatie

(1) Installeer nodejs

<https://nodejs.org/en/download/>

(2) Installeer npm

<https://www.npmjs.com/get-npm>

(beide moeten in je PATH-variabele zitten)

(3) Download de skelet-toepassing van Blackboard
webpack_babel_skeleton.zip

npm

\$ npm init

maakt package.json aan
'lege' beschrijving van het project

\$ npm install prompt

installeert de dependency prompt in de map node_modules/
beschrijft de dependency in package.json (en package-lock.json)

\$ npm i prompt

```
1 {  
2   "name": "test_npm",  
3   "version": "1.0.0",  
4   "description": "",  
5   "main": "index.js",  
6   "scripts": {  
7     "test": "echo \\\"Error: no test specified\\\" && exit 1"  
8   },  
9   "author": "",  
10  "license": "ISC",  
11  "dependencies": {  
12    "prompt": "^1.1.0"  
13  }  
14 }
```

<https://www.npmjs.com/package/prompt>

npm

```
1 . var prompt = require("prompt");
2 . var colors = require("colors/safe");
3
4 . prompt.message = colors.rainbow("Question!");
5
6 . prompt.start();
7
8 . prompt.get({
9   . . . properties: {
10    . . . . name: {
11    . . . . . description: colors.magenta("What is your name?")
12    . . . . }
13    . . . }
14 . }, function (err, result) {
15   . . console.log(colors.cyan("You said your name is: " + result.name));
16 . });
17
```



```
jan@jan-laptop:~/Desktop/code/test_npm$ node index.js
Question!: What is your name?: ok
You said your name is: ok
```

npm

Vertrek van bestaand bestand package.json

\$ npm install

\$ npm i

installeert de dependency prompt in node_modules

```
jan@jan-laptop:~/Desktop/code/test_npm$ ls
index.js  package.json
jan@jan-laptop:~/Desktop/code/test_npm$ npm install

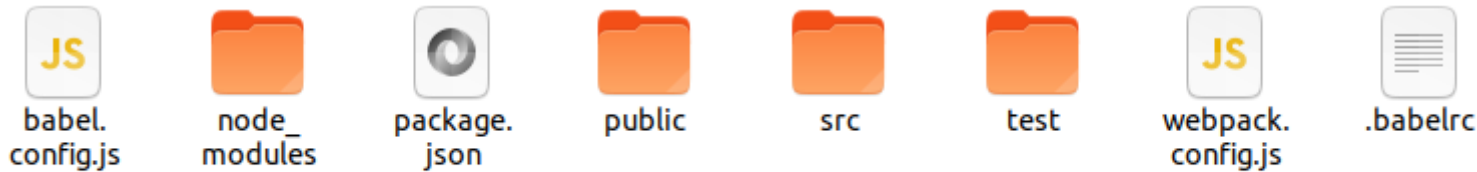
added 31 packages, and audited 32 packages in 1s

1 package is looking for funding
  run `npm fund` for details

found 0 vulnerabilities
jan@jan-laptop:~/Desktop/code/test_npm$ ls
index.js  node_modules  package.json  package-lock.json
jan@jan-laptop:~/Desktop/code/test_npm$
```

In een git-repository: nooit node_modules (.gitignore)


Voorbeeld1




```
1 {  
2   "scripts": {  
3     "build": "webpack",  
4     "serve": "webpack serve",  
5     "test": "jest"  
6   },  
7   "devDependencies": {  
8     "@babel/core": "^7.12.9",  
9     "@babel/preset-env": "^7.16.11",  
10    "babel-loader": "^8.2.2",  
11    "core-js": "^3.8.0",  
12    "jest": "^26.6.3",  
13    "jest-cli": "^26.6.3",  
14    "webpack": "^5.8.0",  
15    "webpack-cli": "^4.2.0",  
16    "webpack-dev-server": "^4.7.3"  
17  }  
18 }
```



babel.
config.js


node_
modules



package.
json


public


src



test


webpack.
config.js



.babelrc

```
1 const path = require("path");
2 module.exports = {
3   entry: './src/js/app.js',
4   mode: 'development',
5   output: {
6     path: path.resolve(__dirname, "public/js"),
7     filename: "bundle.js"
8   },
9   module: {
10    rules: [{
11      test: /\.js$/,
12      exclude: /node_modules/,
13      use: {
14        loader: 'babel-loader',
15        options: {
16          presets: [
17            '@babel/preset-env'
18          ]
19        }
20      }
21    ]
22  }
23 }
```


babel.
config.js


node_
modules



package.
json


public


src

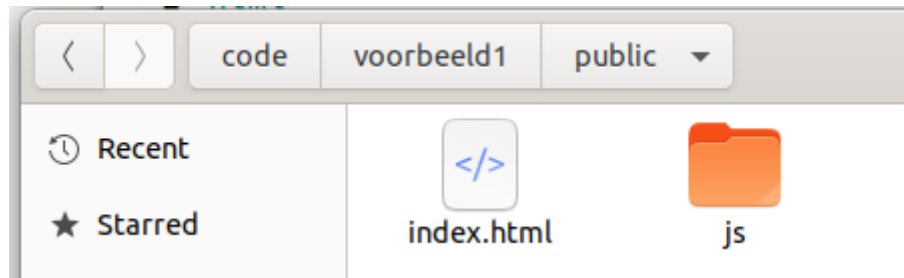

test


webpack.
config.js

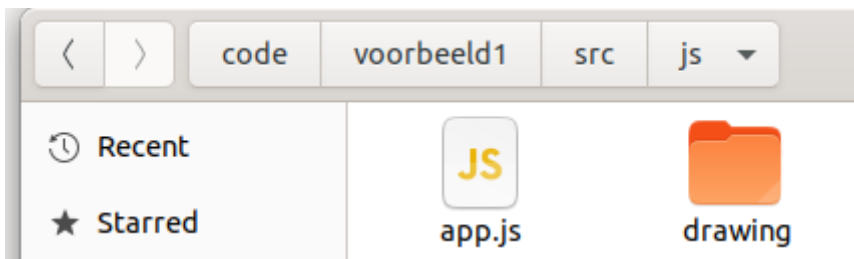

.babelrc



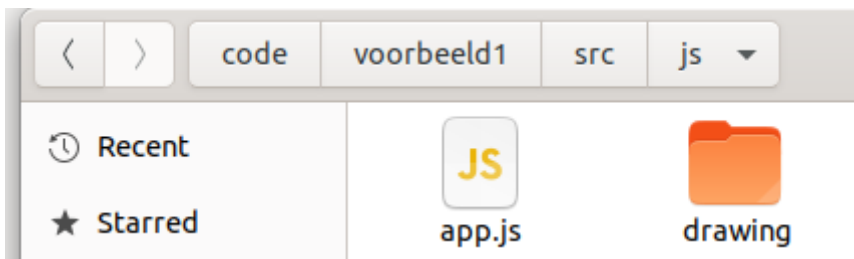
```
1 {  
2   "presets": [  
3     ["@babel/preset-env", {  
4       "targets": {  
5         "browsers": ["last 2 versions"]  
6       }  
7     }]  
8   ],  
9 }
```



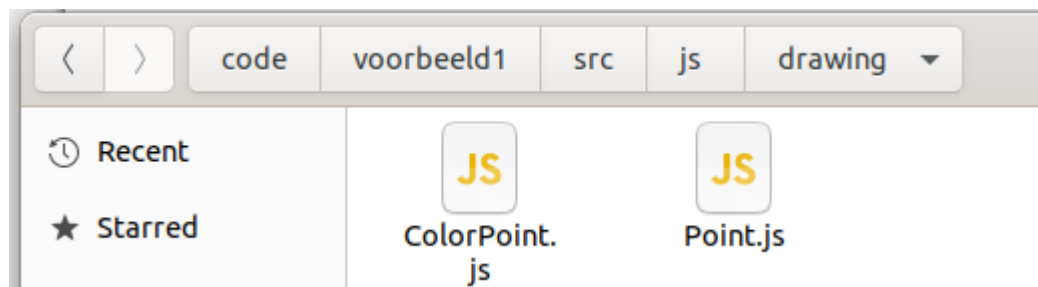
```
1 <!DOCTYPE html>
2 <html>
3   <head lang="en">
4     <meta charset="utf-8">
5     <meta name="viewport" content="width=device-width, initial-scale=1">
6     <title>Webpack Babel Skeleton</title>
7   </head>
8   <body>
9     <div id="output"></div>
10    <script src="./js/bundle.js" charset="utf-8"></script>
11  </body>
12 </html>
```



```
1 "use strict";
2
3 import Point from './drawing/Point';
4 import ColorPoint from './drawing/ColorPoint';
5
6 window.addEventListener('load', (event) => {
7   ...let point=new Point(1,2);
8   ...let preElement=document.createElement('pre');
9   ...let textNode=document.createTextNode(point+'\n');
10
11   ...let colorPoint=new ColorPoint(1,2, 'red');
12   ...let textNode2=document.createTextNode(colorPoint);
13
14   ...preElement.appendChild(textNode);
15   ...preElement.appendChild(textNode2);
16   ...document.getElementById('output').appendChild(preElement);
17 });
```

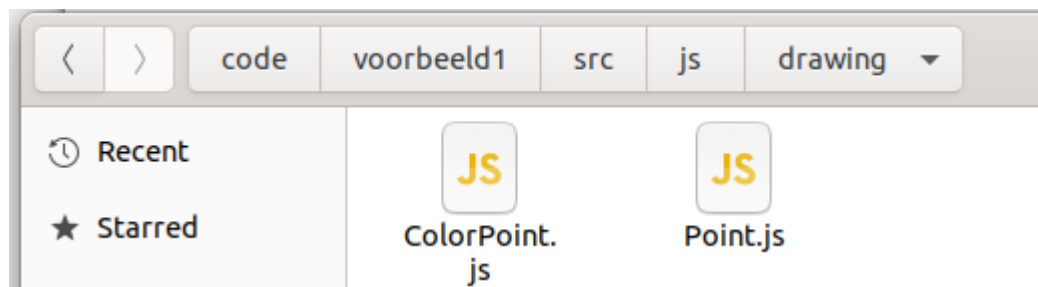


```
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8   ...let preElement=document.createElement('pre');
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10
11   ...let colorPoint=new ColorPoint(1,2, 'red');
12   ...let textNode2=document.createTextNode(colorPoint);
13
14   ...preElement.appendChild(textNode);
15   ...preElement.appendChild(textNode2);
16   ...document.getElementById('output').appendChild(preElement);
17 });
```



```
1 "use strict";
2
3 export default class Point{
4   ... constructor(x,y){
5     ... if (typeof x !== 'number' || typeof y !== 'number') {
6       ... throw new Error("Parameter is not a number!");
7     ... }
8     ... this._x=x;
9     ... this._y=y;
10  ... }
11
12  ... get x(){
13    ... return this._x;
14  ... }
15  ... get y(){
16    ... return this._y;
17  ... }
18
19  ... toString(){
20    ... return `${this._x},${this._y}`;
21  ... }
22 }
```





```
1 "use strict";
2
3 import Point from './Point';
4
5 export default class ColorPoint extends Point {
6   ...constructor(x, y, color) {
7     ...super(x, y);
8     ...this._color = color;
9   }
10  ...toString() {
11    ...return `${super.toString()} in ${this._color}`;
12  }
13 }
```

Alle modules downloaden:

\$ npm install

babel, webpack, jest worden in node_modules/ geplaatst

Bundle maken

\$ npm run build

script met naam build (uit package.json) wordt uitgevoerd

```
"scripts": {  
  "build": "webpack",  
  "serve": "webpack serve",  
  "test": "jest"  
},
```

in public/js/ wordt bundle.js gemaakt

Server starten

\$ npm run serve

A screenshot of a web browser's address bar. It features navigation icons (back, forward, refresh) and an information icon on the left, followed by the text 'localhost:8080'.

```
(1,2)  
(1,2) in red
```



Oefening1

(1) Vertrek van voorbeeld1 in webpack_babel_jest_skeleton.zip op Blackboard. Maak de klasse Line. Een Line bestaat uit 2 Point-objekten (point1 & point2).

Maak een constructor die 2 argumenten heeft. Als een van deze argumenten geen Point is wordt een Error opgeworpen Anders worden de argumenten toegekend aan point1 en point2.

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/instanceof>

<https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Statements/throw>

Voorzie getters voor point1 en point2 en toString.

~~Maak gebruik van Jest om constructor, getters en toString te testen.~~

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