Modular JavaScript

A self-contained piece of code that provides functions and methods that can then be used in other files and by other modules. The code in a module should have a single purpose, and group together functions with distinct functionality.

Benefits:

- allows a public API to be exposed, while keeping the implementation hidden away inside the module.
- to keep code organized in separate, reusable files, which improves code maintainability
- helps to make code loosely coupled and interchangeable, meaning you can easily swap one module for another without affecting other parts of a project

Coupling – keep code as loosely coupled as possible. This allows code system to be highly flexible and prevents single-use cases. Hard-coding references between two pieces of code causes tight coupling because they are now dependent on one another.

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Export – make variables/functions available from a module:
        function variance(array) {
                return sum(array,square)/array.length - square(mean(array)) }
        function mean(array) {
                return sum(array) / array.length; }
        export {mean, variance};
        export const PI = 3.1415926;
Import – allows you to use variables/functions from exported module:
        import { PI } from './pi.js';
        import { mean, variance } from './stats.js';
        Import everything: use * and access a function using stats namespace:
                import * as stats from './stats.js';
                stats.mean([2,6,10]);
Default Exports – export a single variable, function, object:
        const PI = 3.145926; export default PI;
                function square(x) { return x * x;} export default square;
                        const stats = { square(x) { return x * x; } export default stats;
```