**06 ES6 Modules**

**1) Modules**:

Good authors divide their books into chapters and sections; good programmers divide their programs into modules.

In JavaScript, the word "modules" refers to small units of independent, reusable code. They are the foundation of many JavaScript design patterns and are critically necessary when building any non-trivial JavaScript-based application.

Using modules gives us number of benefits like

1. Increase the maintainability
2. Increase the reusability of code
3. Abstract code

The popular module formats we have

1. AMD (Asynchronous Module Definition) (use in Browser application)
2. CommonJS (use in Node.js)
3. UMD (Universal Module Definition) (use in Browser/Node.js in ES5)
4. ES6 Modules (JavaScript support modules natively)

Here we will learn only "CommonJS" and "ES6 modules".

**2) CommonJS Modules**:

The CommonJS module specification is the standard used in Node.js for working with modules. Modules are very cool, because they let you encapsulate all sorts of functionality, and expose this functionality to other JavaScript files, as libraries

In CommonJS, modules are loaded synchronously, and processed in the order the JavaScript runtime finds them. This system was born with server-side JavaScript in mind, and is not suitable for the client-side (this is why ES Modules were introduced)

A JavaScript file is a module when it exports one or more of the symbols it defines, being them variables, functions, objects:

**Example**: This example is only working in Node.js

circle.js

*//implementation details*

const \_radious = new WeakMap();

*//public Interface*

class Circle {

constructor(radious) {

\_radious.set(*this*, radious);

}

draw() {

console.log("Circle with radious: " + \_radious.get(*this*));

}

}

module.exports = Circle;

index.js:

const Circle = require("./circle");

const c = new Circle(10);

c.draw();

*//Circle with radious: 10*

**Note**:

Everything that declare in a module is by default private.

**3) ES6 Modules**:

Suppose we have a Circle class and a \_radius weak map in a separate module called "circle" and from this module we want to export only the "Circle" class. We want to keep \_radius weak map private. Because it is the part of implementation details.

By default, everything we declare in a module is by default private unless we explicitly export it using the export keyword.

**Example**:

**circle.js**:

*//this is not accessable when we import circle (circle.js)*

const \_radius = new WeakMap();

*//once we import circle (circle.js) Circle is accessable*

export class Circle {

constructor(radius) {

\_radius.set(*this*, radius);

}

draw() {

console.log("Circle with radious: " + \_radius.get(*this*));

}

}

Now from "index.js" we import the "circle" module.

**Index.js**:

import { Circle } from "./circle";

const c = new Circle(10);

c.draw();

*//Uncaught SyntaxError: Unexpected token*

Now if we run "index.js" we will get an error "Uncaught SyntaxError: Unexpected token" Now for solve this problem we can use webpack. But in here we solve the problem in shortcut way. In our "index.html" change the type of script

<script type="module"src="js/index.js"></script>

Now if we run the code, we will get a different error. " GET http://127.0.0.1:5500/03%20Prototypes/js/circle net::ERR\_ABORTED 404 (Not Found) " Here the name of the file is circle.js but we import circle hence this error occurs. For solve this problem we have to add the complete name "circle.js"

**Example**:

import { Circle } from "./circle.js";

const c = new Circle(10);

c.draw();

*//Circle with radious: 10*

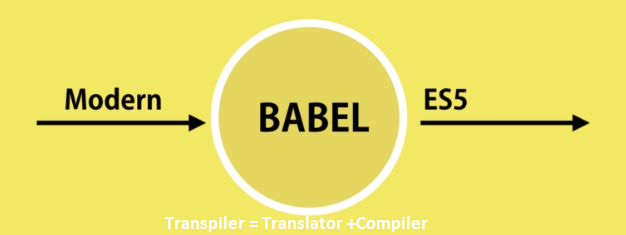
**4) ES6 Tooling**:

Tools are important if we are building browser application. If we are using JavaScript in Node, we don’t be worry about these tools. When we are using modern JavaScript, we need two kinds of tool.

1. Transpiler (Translator +Compiler)
2. Bundler

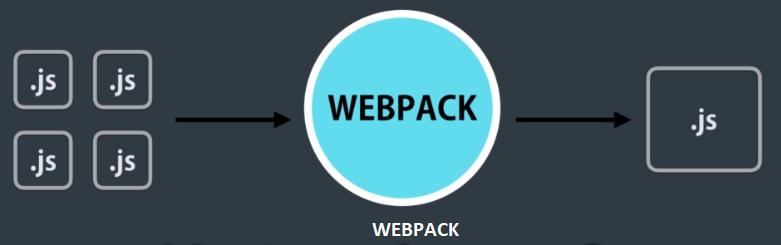
**Transpiler**:

Transpiler is a tool that we give our modern JavaScript code, and it will convert our JavaScript code into code that all browser can understand. For example, BABLE is an example of a very popular transpiler for modern JavaScript.



**Bundler**:

Bundler is responsible for combining all our JavaScript files into a single file, which we call a bundle. The most popular bundler is WEBPACK. We give our code to WEBPACK and it minify our code by removing all whitespaces, comment, spaces and so on.



**5) Babel**:

**6) Webpack**:

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