

Tools

(google or not?)

Frontend Junior Program - 2022



Resolving Broken Dependencies

This is Your Life Now

O RLY?

@ThePracticalDev

Introduction

Before we start doing anything (new), we need clear goals

Especially when we want to learn something, or we'd like to prepare a lecture about tooling in FE development. Maybe it could sound surprising, but these are not trivial tasks, either.

* * *

You may ask, why?

First, what you learn now, should be useful you (and for us) in future. And – generally speaking – knowing that how to build a proper tooling setup in FE is definitely not useful.

Shocked? Let me explain...



Feltett kedvem megcselekszem, ezernyi elem egybe legyen!*

^{*} Let's create a building system, should be bundled every item!

Tooling - cost / benefit



Egybetennem kellemetlen, de elemekre szedegethetem!*

But tooling is a must, right?

Sure, it is. But how many times you'd need to do that? Once per 2 years? A little math, presuming that it could take 1 week to complete:

- a) you would put a significant effort (lecture + obligatory readings + practicing) which you'd utilize only in 1% of your time in future
- b) by the time you would really need it, you should learn the whole thing from start again
- c) honestly, it is very uninspiring to understand the awkward philosophy of these toolkits after a while, you would want to unlearn all of that.

^{*} Before you build, it should be teared!

Problem solving – the approach

Instead of how to do, let's see how to approach

...any problems. To setup a build system is complex problem - so solving it is not that different from solving other problems.

We need to do it step-by-step, focusing on only one thing, and one thing only.

By doing that, we could mitigate 2 critical issues at once – and these obstacles are real blockers. The chance that you are fighting with at least one of these, is very high.



E terembe nem mehetsz be, fel – helyette – emeletre!*

Blocker 1 – underestimation



Egyszerre meglesz ez, de ereszem fent legyen, egyenesen!*

"It should not be a big deal"

"Everyone else can do that easily." "I am a professional, so I have to do it in a timely manner." "If I am good enough it should be done soon."

* * *

The fact is: we just don't know. Usually, things are much more complex than it looks like at first. While we could have an educated guess (called estimation), it is not a prediction, and especially not a promise.

Underestimation, however, will lead to rush and unnecessary stress, therefore it could block the progress completely.

^{*} It should be ready any minute, make sure you hold it as it needed.

Blocker 2 – overestimation

Usually, there are some problems with *problems*

Let's list just the common ones:

- a) I don't understand the problem
- b) do I have a blocker? If so, who can resolve that?
- c) can I ask for help?
- d) can I ask for help 10 times a day?
- e) what if I forget something?
- f) am I good enough for this? (my knowledge / experience / domain background)

Don't make mistake: you will face with these. Apparently, with all of these, at once. It's no wonder that someone will feel: it is just too much. I cannot do it.



Egekben e remek kellem, de megszereznem lehetetlen.*

* When the goal is the sky, there is no way to fly that high!

Problem solving – step by step

So how the step-by-step method can solve these issues?

It is pretty simple: these questions won't come up at all. Is it too easy? Is it impossible to do?

We just don't care. We just start doing it without overthinking it.

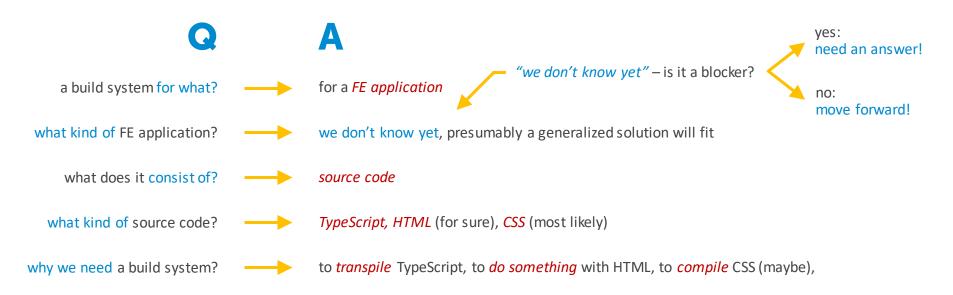
It does not mean that it should be done ignorantly, or in a careless way. We have to do it precisely, according to our best knowledge and expertise. But we need to focus on only one thing at a time. With providing maximal focus, though.

A well-known application of this method is the Test-driven development (TDD).

Just as an example: how to configure a build system

First, let's describe our task: Create a build system!

Now, we follow the step-by-step approach. The first step of the problem solving is always to clarify and understand the problem:



Acronyms

TBC - To Be Clarified



We can presume that there is an answer, we just don't know. Probably it won't be blocker (we will see) and we can move ahead at this point.

TBD - To Be Decided



We do know that there is no answer, we have to initiate the process of having one. It could be a blocker.







This will happen if you miss to clarify / resolve the blockers *before the development*... It basically requires to read and process the entire story description (Acceptance Criteria, Tech Notes, etc.), *before writing any code* lines.

It does not exclude the situations, when blockers come up during the development. It may happen, but that is a completely different story.

Let's rewrite our story

New information: FE application, source code, transpile TypeScript, do something with HTML, compile CSS

Create a build system!



Create a build system to support a FE application by transpiling TypeScript, doing something HTML, compiling CSS (maybe).

We have a refined story now! Is that perfect? Nope, but *good enough* to be able to start.

Let's do it step by step, again!

Create the repository

```
we need a place for the code:
> cd ~
> mkdir mekk
> cd mekk
we need Git -> install it ->
> brew install git
> git init
we need an editor (any editor will fit, if that is WebStorm)
create a folder src and create index.html
> mkdir src
> touch src/index.html
```



that is not knife...



...this is a knife

Edit index.html

```
we need a minimal but valid html file ->
google html validator ->
Validator.nu (X)HTML5 Validator ->
choose "text input" from the dropdown
edit index.html
we could have many html pages ->
we want to have common elements (menu) -> dynamic html ->
server side? -> nope, client side -> SPA ->
Angular? -> hell, no -> React -> install React ->
need a package manager -> yarn? -> nope, npm ->
install npm
install React -> need package.json ->
> npm init -y
> npm i react
create react file -> jsx -> need a compiler -> TypeScript ->
```

Validator.nu (X)HTML5 Validator (Living Validator)



that is not knife minimal html...



The document is valid HTML5 + ARIA + SVG 1.1 + MathML 2.0 (subject to the utter previewness of this service).

...this is a minimal html

> npm i typescript

Create a component - prerequisites

```
we need a minimal, but valid React component ->
React page -> ahh, we have a <u>Tutorial</u> -> too complex -> check Docs ->
Docs is garbage (forces CDN version) -> read <u>more</u> -> create-react-app? -> skip ->
read more -> found a link how to create a <u>toolchain</u> -> uses <u>Webpack</u> ->
we have an html, nice! -> read more -> uses Babel, grrr, useless ->
google for "typescript webpack" -> <u>TypeScript | webpack</u> ->
> npm install --save-dev typescript ts-loader
```

create tsconfig.json create webpack.config.js

run webpack -> w8 a minute, we don't have Webpack yet -> docs, <u>Getting started</u> -> install -> > npm install webpack webpack-cli --save-dev

edit package.json according to the doc

stop there and evaluate what we have so far

```
webpack-demo
|- package.json
+ |- tsconfig.json
|- webpack.config.js
|- /dist
|- bundle.js
|- index.html
|- /src
|- index.js
+ |- index.ts
|- /node_modules
```

we have something now...

```
"compilerOptions": {
    "outDir": "./dist/",
    "noImplicitAny": true,
    "module": "es5",
    "target": "es5",
    "jsx": "react",
    "allowJs": true,
    "moduleResolution": "node",
}

JSON standard does not allow trailing comma ;
```

out of the box smarter than the Webpack docs

Check what we have so far

```
index.html x
package.jsc

1 <!DOCTYPE html>
ctitle>Mekk</title>
3
```

```
ex.html × 🔲 package.json × 🔯 tsconfig.json × 🔞 webpack.config.js ×
const path = require('path');
module.exports = {
      use: 'ts-loader',
      exclude: /node modules/.
                                           path: path.resolve(__dirname, 'dist'),
                                                "module": "es6",
```

Create a component – really

go back to <u>toolchain</u> docs, that was fine, except the Babel -> we have and index.js there -> create index.js in src and copy its content

rename index.js -> index.tsx

> npm i --save-dev @types/react

add "allowWhateverIsThis" to tsconfig



ahh, the tutorial is stupid, it is NOT a js file...

```
import React from "react";
import ReactDOM from
idport App from "./Ap
ReactDOM.render(<App

ReactDOM.render(<App

Ty `npm i — save-dev @types/react` if it exists or add a new declaration (.d.ts) file
containing `declare module 'react';`

Suppress with @ts-ignore vse More actions... vs</pre>
### More actions... vse
```

let's have typings!

Houston, we have a problem...



Create a component — I mean really-really

try this adding react-dom > npm i react-dom

add @types/react-dom > npm i --save-dev @types/react-dom

add App.ts, not App.js edit the App.js reference in index.tsx add App.css, but comment out from App.ts at this point

check our status

still complaining, nothing can be good enough...

why am I not surprised?

good, that is expected





"test": "echo \"Error: no test specified\" && exit 1",

```
m package.ison
                               webpack.config.js
const path = require('path'):
module.exports = {
 ifilename: 'bundle.js'.
   path: path.resolve(__dirname, 'dist'),
```

5 index.html x □ package.jso

<title>Mekk</title>

<!DOCTYPE html>

webpack.config.js

import React from "react";

idort App from "./App";

import ReactDOM from "react-dom";

index.tsx

tsconfig.json

ReactDOM.render(<App />, document.getElementById(elementId: "root"));

Build it!

build the app
> npm run build

add mode to webpack.config.jsbuild again to checknpm run build

no warnings -> check the bundle

```
> webpack
asset bundle.js 128 KiB [emitted] [minimized] (name: main) 1 related asset
orphan modules 1.2 KiB [orphan] 1 module
modules by path ./node_modules/ 133 KiB
  modules by path ./node_modules/react/ 6.48 KiB
    ./node modules/react/index.js 190 bytes [built] [code generated]
    ./node_modules/react/cjs/react.production.min.js 6.3 KiB [built] [code generated]
  modules by path ./node_modules/react-dom/ 119 KiB
    ./node modules/react-dom/index.js 1.33 KiB [built] [code generated]
    ./node_modules/react-dom/cjs/react-dom.production.min.js 118 KiB [built] [code generated]
  modules by path ./node_modules/scheduler/ 4.91 KiB
    ./node modules/scheduler/index.js 198 bytes [built] [code generated]
    ./node modules/scheduler/cis/scheduler.production.min.is 4.72 KiB [built] [code generated]
  ./node_modules/object-assign/index.js 2.06 KiB [built] [code generated]
./src/index.tsx + 1 modules 1.37 KiB [built] [code generated]
WARNING in configuration
The 'mode' option has not been set, webpack will fallback to 'production' for this value.
Set 'mode' option to 'development' or 'production' to enable defaults for each environment.
You can also set it to 'none' to disable any default behavior. Learn more: https://webpack.js.org/conf
iguration/mode/
webpack 5.37.0 compiled with 1 warning in 3394 ms
```

it's green, hurray!, still we have a warning...

Add CSS

add the bundle and the anchor into index.html

run the app (we are fine with the built-in web-server in Webpack as for now)

it's working! our first React + TypeScript app in a Webpack toolchain -> add CSS back

build the app
> npm run build

error! -> we need CSS loader -> go back to toolchain docs -> add CSS loader into webpack config

install CSS loader

> npm i css-loader style-loader

> npm run build







← → C

O localhost:63342/mekk/src/index.html?_ijt=4a27gokuq9som53ok52n2oicbh

```
mebpack.config.js
  const path = require('path');
```

```
      J App.css
      X
      S App.tsx
      X
      S

      1
      .App {
      color: green;
      3
      }
```

```
index.html × index
```

Remekelek!

```
Lighthouse
                   Elements
                            Console
                                    Sources
 <!DOCTYPE html>
 <html>
 ▼<head>
    <title>Check eme remek mekk epp</title>
    <style>.App {
     color: green;
   }</style>
   </head>
 ▼ <body>
   ▼<div id="root">
    ▼<div class="App">
       <h1> Remekelek! </h1>
     </div>
    </div>
</body>
 </html>
```

Always check the story description!

we need bundle the index.html as well -> search for "index.html" in webpack docs -> Getting Started | webpack -> Output Management | webpack -> GitHub - jantimon/html-webpack-plugin ->

> npm i --save-dev html-webpack-plugin

add html-webpack-plugin config into webpack config

> npm run build

Create a build system to support a FE application by transpiling TypeScript, doing something HTML, compiling CSS (maybe).



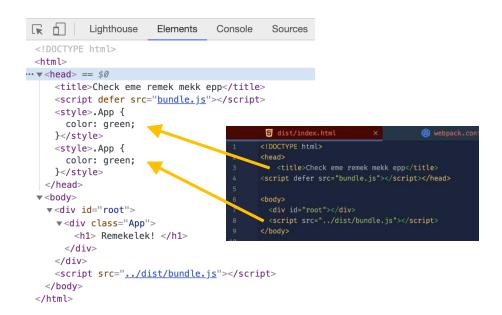


```
webpack.config.js

    index.tsx

const path = require('path');
const HtmlWebpackPlugin = require('html-webpack-plugin');
    path: path.resolve(__dirname, 'dist'),
```

Remekelek!



Fix the index.html template + check the AC again

fix index.html -> remove the original reference for the bundle

> npm run build



Create a build system to support a FE application by transpiling TypeScript, doing something HTML, compiling CSS (maybe).

Bonus - eslint

need quality gates -> add eslint ->
GitHub - typescript-eslint/typescript-eslint ->
typescript-eslint/packages/eslint-plugin

> npm i --save-dev typescript @typescripteslint/parser @typescript-eslint/eslint-plugin

> npm i --save-dev eslint

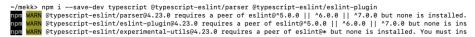
add .eslintrc with default content -> how to run? -> typescript-eslint/README.md at master typescript-eslint/typescript-eslint · GitHub

found a new config: .eslintignore -> add it with default content

how to run? -> add a command to package.json

run ->

> npm run lint



opps!

```
.eslintrc
"plugins": ["@tvpescript-eslint"].
 "eslint:recommended",
 "plugin:@typescript-eslint/recommended"
```

```
  □ package.json

      "test": "echo \"Error: no test specified\" && exit 1",
```

```
parser": "atypescript-eslint/parser",
plugins": ["atypescript-eslint"],

"extends": [
"eslint:recommended",
"plugin:atypescript-eslint/recommended"
]
```

5:3 warning Missing return type on function Otypescri

pt-eslint/explicit-module-boundary-types
* 1 problem (0 errors, 1 warning)



