* Why do we need webpack ?

***Asset Modules***

Different asset modules:

**Asset/resource**

Emits a separate file and exports the URL.

Previous: file-loader

**asset/inline**

Exports a data URI of the asset ( attaches jpeg to the bundle )

Previous: url-loader

**asset/source**

Exports the source code of the asset

Previous: raw-loader

**asset**

Automatically chooses between exporting a data URI and emitting a separate file

based on filesize.

Previous: url-loader with asset size limit

**ToPlay**

Go to webpack.config 🡪 inside rules change type to one of the asset modules. 🡪 npm run build 🡪 take a look at the console output, plus at asset/inline, take a look at the bundle.js. ( base64)