* 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)

**Loaders:**

Loaders help you to import all other kind of files.

show how to import css / scss.

explanation of order in array and each of the loaders: ( Lecture 17, minute 2 )

babel. (lecture 18 )

**Plugins**

Plugins are additional javascript libraries that do everything that loaders cannot do.

plugins can also modify how the bundles themselves are created.

You can define global constants across the whole app, minify the bundle, generate other files

**difference between production and dev modes**

* **devServer ( lecture 32 )**