FRONTEND DEVELOPMENT WINTERSEMESTER 2020



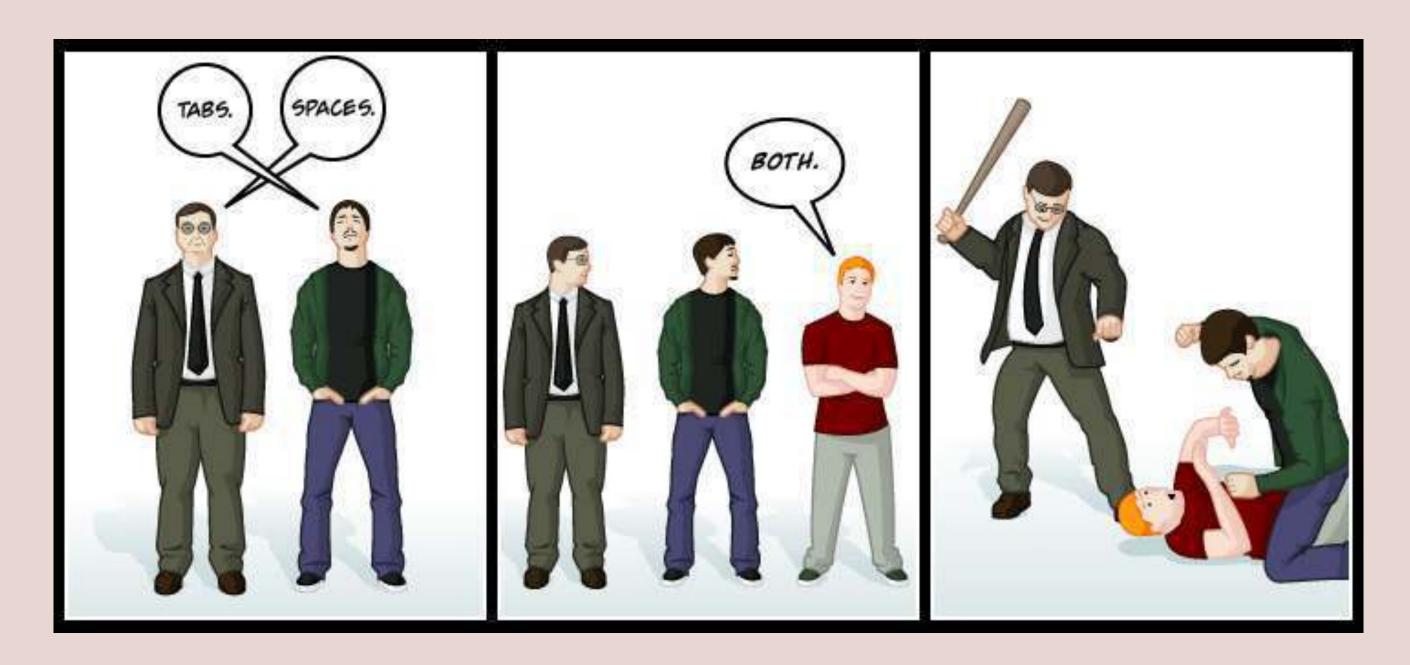
LINTING 1

"Linting is the automated checking of your source code for programmatic and stylistic errors"

https://www.perforce.com/blog/qac/what-lint-code-and-whylinting-important



LINTING 5



⁵ source https://dev.to/_shadz/tabs-vs-space-4915

LINTING

- » Prevent programming errors
 earlier
 - » tells problematic
 sections of the code
 earlier
- » Enforce code consistency in projects



LINTING IN JS

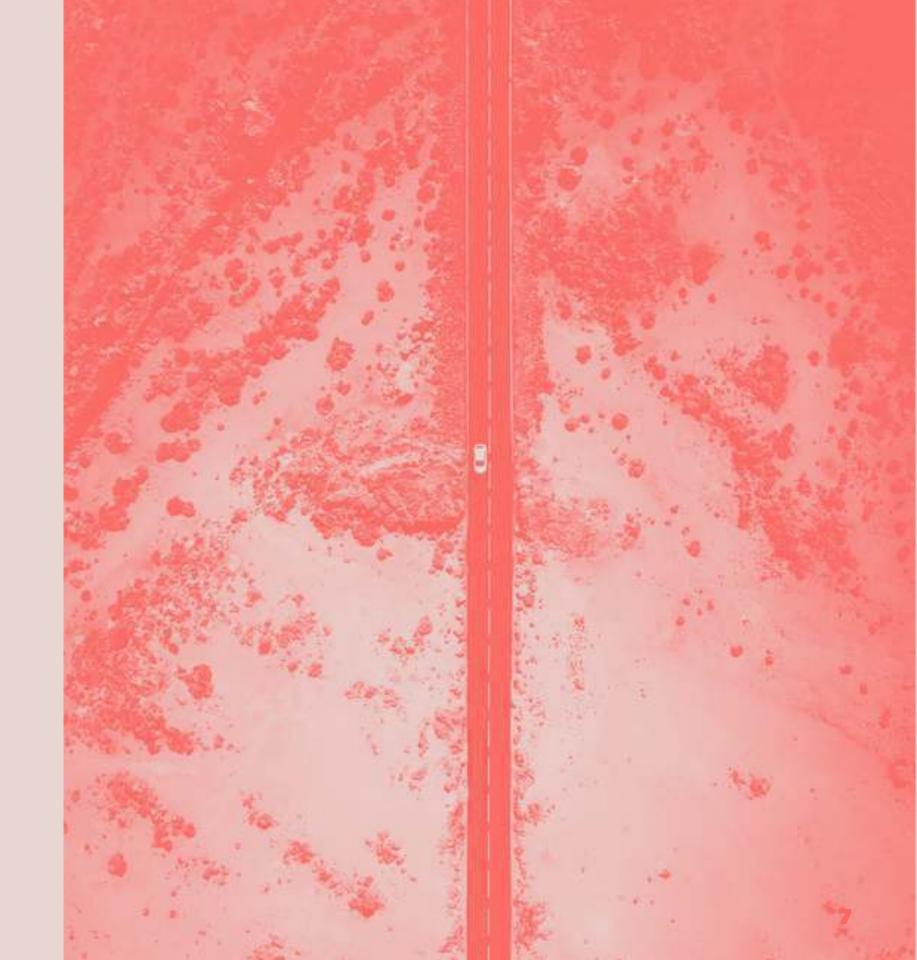
- » spaces vs. tabs (see:
 https://www.youtube.com/
 watch?v=SsoOG6ZeyUI)
- » naming (camelCase vs.
 snake_case)
- » prevent == vs === errors
- » using single vs double
 quotes
- » code formatting

>> ...



LINTING TOOLS

- » various tools exist to
 validate code consistency
 - » EditorConfig
 - » eslint (defacto standard)
 - » prettier (more code
 formatter)



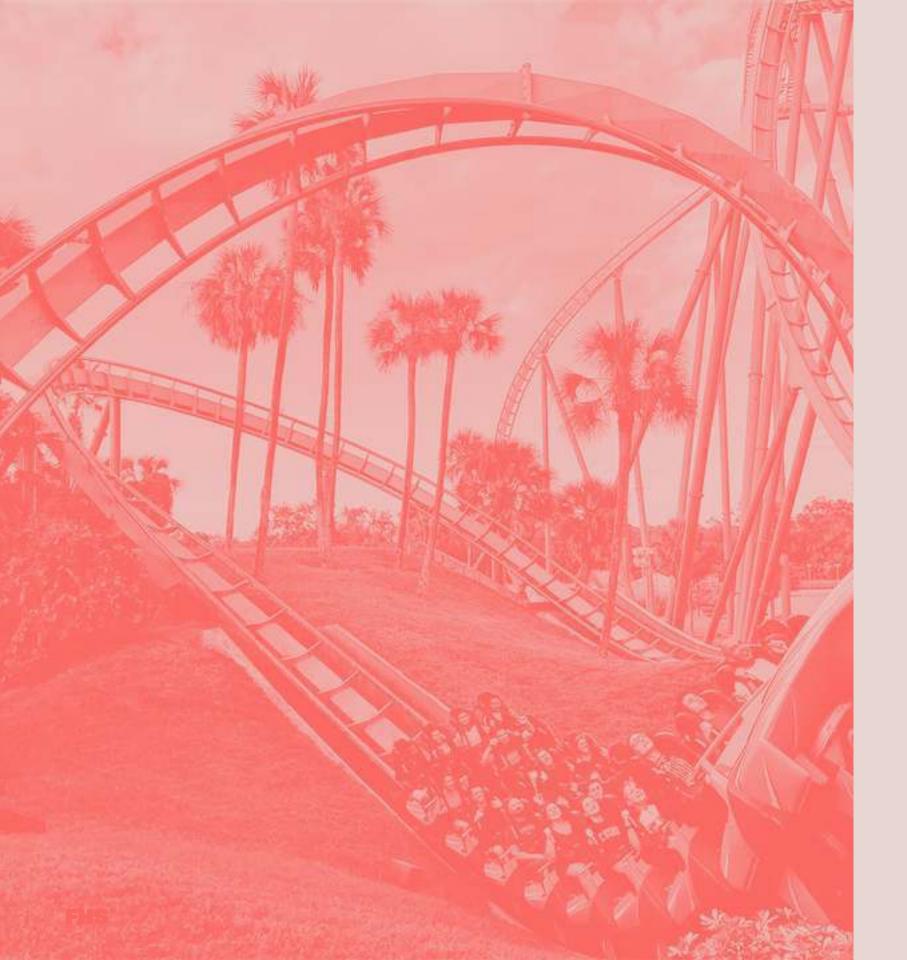


EDITORGONFIG

"EditorConfig helps maintain consistent coding styles for multiple developers working on the same project across various editors and IDEs."

```
# Unix-style newlines with a newline ending every file
[*.{js,py}]
indent_style = space
indent_size = 4
end_of_line = lf
insert_final_newline = true
```





ESLINIT

- » standard tool for linting
- » easy to extend
- » autofix option
- » can be configured ²

² and is configured in every project differently



ESLINT PRESETS

- » presets bundle rule-sets
 together
- » well known presets are:
 - » eslint-config-airbnb
 - » eslint-config-standard
 - » eslint-config-google
 - » ...

ESLINT INSTALL ESLINT 3

```
npx eslint --init # wizard opens (answer questions)
npx eslint . # lints all the files
npx eslint . --fix # lints all the files and fixes most errors
```

³ see https://eslint.org/docs/user-guide/getting-started for up to date information

ESLINT ADD ESLINT TO PACKAGE.JSON

```
// other contents of package.json
 "scripts": {
    "start": "http-server .",
    "lint": "npx eslint ."
// npm run lint
// npm run lint -- --fix
// are needed so npm passes --fix to eslint
```

ESLINT RULE CONFIGURATION

```
// .eslintrc.js

module.exports = {
  rules: {
    "no-await-in-loop": "off", // Possible values are "off", "warn", "error"
  }
}
```

ESLINT DISABLE RULES 4

» sometimes disabling rules is ok

```
// eslint-disable-next-line max-len
const anExtremelyLongLine = "....."

const anExtremelyLongLine = "....." // eslint-disable-line max-len
```

⁴ see https://eslint.org/docs/user-guide/configuring#disabling-rules-with-inline-comments for all options

VERIFYING LINTING RULES

- » verify linting continuously
 - » on a CI server (eg.
 github actions)
 - » on a git hook (eg. precommit, pre-push hook)



GIT HOOKS

- » are executed when something happens
- » available hooks are

```
pre-commit // <- we'll be using this
pre-push
post-commit
post-push
//...</pre>
```

PRE-COMMIT HOOK WITH HUSKY 6

- » Husky adds git hooks during installation
- » in package.json add the following:

```
// run: `npm install husky --save-dev`

// add hooks to package.json
{
    "husky": {
        "hooks": {
            "pre-commit": "npm run lint",
            "...": "..."
        }
    }
}
```

6 see https://www.npmjs.com/package/husky

ESLINT AUTOFIX STAGED FILES BEFORE COMMIT 15

- » lint-staged only lints files which have changed
 - » adds autofix possibility to githook
 - » installation npx mrm lint-staged

¹⁵ docs https://github.com/okonet/lint-staged

TASK (20 MINUTES)

- » Go into your homework group
- » Add eslint and pre-commit hook to your homework
- » Fix all errors in your code
- » I'll try to join each room and help when I'm needed

JS BUNDLING

"A bundler compiles small pieces of code into something larger and more complex, such as a library or application ⁷"

⁷ source https://rollupjs.org/guide/en/

WHY MODULES 1

- » Maintainability
- » Namespacing
- » Reusability

https://www.perforce.com/blog/qac/what-lint-code-and-whylinting-important



JS BUNDLING WHY BUNDLING

- » JS apps are a bundle of
 modules 8
- » older browsers might not understand JS modules
- » older node version might
 not understand JS modules

⁸ see module slides

JS BUNDLING TOOLS

- » Tools which resolve modules
 locally and bundle them
 together into a bigger
 bundle
- » Bundling tools are:
 - » Rollup
 - » Parcel
 - » Webpack



JS BUNDLING TOOLS WITH ROLLUP

```
// rollup.config.js
export default {
  input: "index.js",
  output: [
    { file: "./build/index.bundle.js", format: "iife" },
 ],
// # add build directory to gitignore
// echo ./build > .gitignore
// # build the app
// npx rollup -c
```

TREE-SHAKING

- » when adding a module
 everything gets added to
 bundle
 - » large libraries could increase the bundle unnecessarily
- » bundlers which support tree
 shaking remove unused parts



TREE-SHAKING EXAMPLE

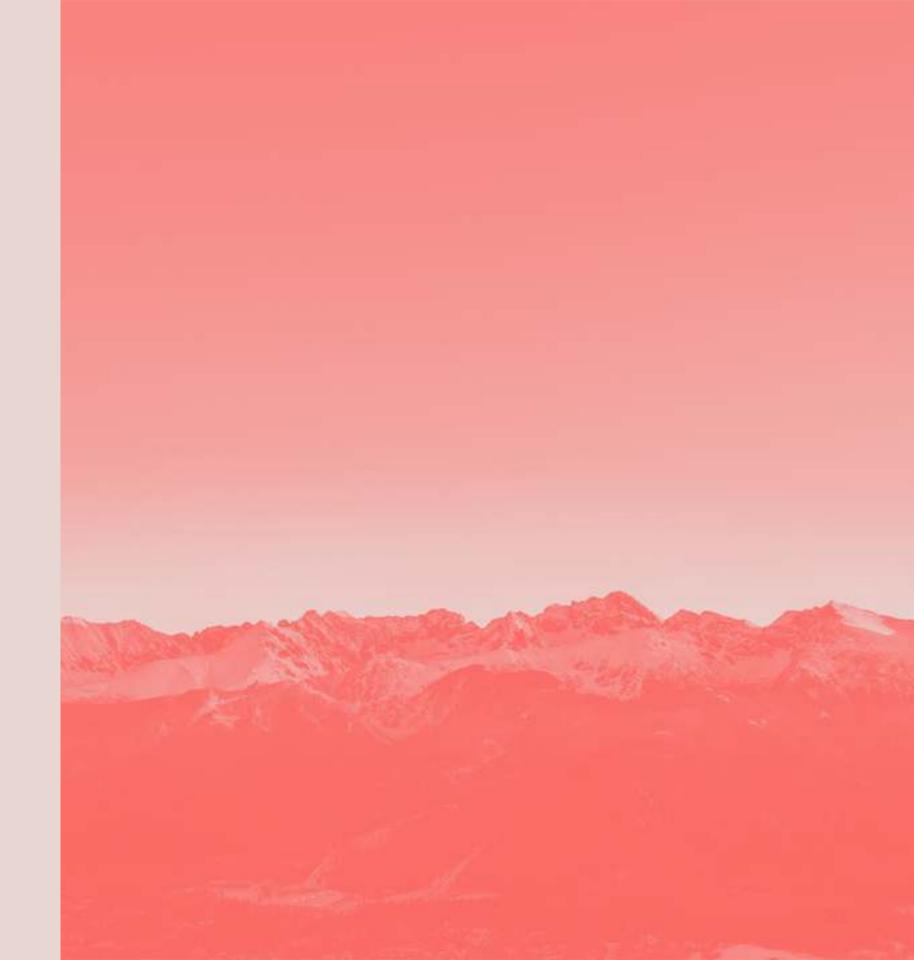
```
// a.js
export const aFunction = () => { console.log('a') }
export const bFunction = () => { console.log('a') }
// b.js
import {aFunction} from './a.js'
// Result: b.bundle.js
const aFunction = () => { console.log('test'); };
aFunction();
```

FHS CONTRACTOR OF THE CONTRACT

JS BUNDLING TOOLS WITH ROLLUP (NO CONFIG REQUIRED)

npx rollup ./index.js -d build/

bFunction won't be part of the bundle



MINIFICATION 9

"Minification refers to the process of removing unnecessary or redundant data without affecting how the resource is processed by the browser."

⁹ source https://developers.google.com/speed/docs/insights/
MinifyResources#:~:text=Minification%20refers%20to%20the%2
Oprocess,specific%20optimizations%20to%20learn%20more.



MINIFICATION

- » decrease bundle/download
 size by removing
 - » comments
 - » formatting
 - » unused code
 - » shorten variable/
 function names
 - » ...
- » get better google page



MINIFICATION

- » minification can be done
 to:
 - » js
 - » html
 - >> CSS
 - » ...





MINIFICATION WITH TERSER PLUGIN

» npm i rollup-plugin-terser

SOURCEMAPS

- » debugging minified code is no fun
- » Sourcemaps way to revert minimization of code
- » are defined as a special comment at the end of the file
 - » external
 - » //# sourceMappingURL=http://example.com/path/to/
 your/sourcemap.map

CODE SPLITTING

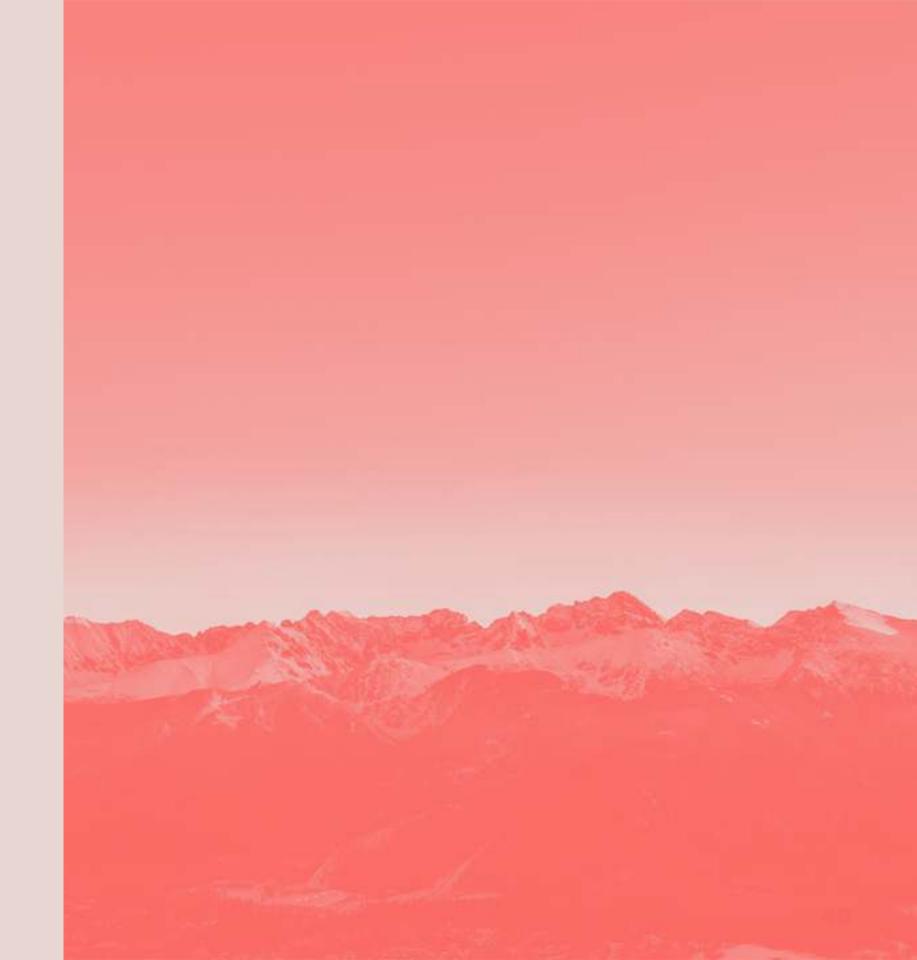
- » split your JS bundle into multiple smaller bundles
 - » eg. create a vendor bundle (with libraries)
 - » this file can be cached by the browser
 - » recurring users don't need to download libs
 twice

FHS The state of t

USING ESNEXT FEATURES IN LEGACY BROWSER

TRANSPILING

- » source to source translator
- » takes code and converts it
 to code of a different
 language
 - » eg. convert ESNext for
 old browsers



TRANSPILING WITH BABEL & ROLLUP

- » babel is a transpiler 10
 - » it converts new syntax for the use in old browsers

```
// eg. es6 arrow functions
const myFunction = () => {}

// will become
const myFunction = function myFunction () {}
```

10 see babel repl

TRANSPILING WITH BABEL & ROLLUP 11

```
# install babel transpiler
npm install --save-dev @babel/core @babel/preset-env
```

```
# install babel plugin for rollup
npm install --save-dev @rollup/plugin-babel
```

¹¹ installation instructions for other bundlers https://babeljs.io/en/setup

TRANSPILING CONFIGURE BABEL & ROLLUP

```
// rollup.config.js
import { terser } from "rollup-plugin-terser";
import babel from '@rollup/plugin-babel';
export default {
  input: "index.js",
  plugins: [
     babel({ presets: [['@babel/env', {}]] }),
//1)^^^^
//2)
                             \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge \wedge
//1) add the babel plugin
//2) define the @babel/env
    // ... other plugins
```

TRANSPILING @BABEL/PRESET-ENV

- » a preset is a collection of transformations
 - » eg. arrow function to function expression
- » preset-env is smart enough to only add transforms
 which are required
 - » can be configured via .browserslistrc
- // .browserlistrc
- > 5% in AT

POLYFILLS 13

"New language features may include not only syntax constructs and operators, but also built-in functions."

¹³ source https://javascript.info/polyfills

POLYFILLS

```
» Math.trunc removes the decimal part of a number
  \gg Math.trunc(1.23) === 1
  » older browsers might not implement Math.trunc
» Polyfills patch the browser with new APIs
Math.trunc = function trunc(it) {
  return (it > 0 ? floor : ceil)(it);
```

POLYFILLS BUNDLE WITH OUR APPLICATION

» Install dependencies

```
# dependencies needed for bundling polyfills
npm i @rollup/plugin-node-resolve @rollup/plugin-commonjs --save-dev
# install polyfills
npm i core-js@3 --save
```

POLYFILLS CONFIGURE ROLLUP 14

```
// rollup.config.js
import { terser } from "rollup-plugin-terser";
import babel from '@rollup/plugin-babel';
import resolve from '@rollup/plugin-node-resolve';
import commonjs from '@rollup/plugin-commonjs';
export default {
  input: "index.js",
  plugins: [
    babel({
      presets: [['@babel/env', {
        babelHelpers: 'bundled', // add require statements for polyfills
        exclude: 'node_modules/**',
        presets: [
          ['@babel/env', { "useBuiltIns": "usage", corejs: { version: 3 } }]
     }]]
    }),
    commonjs(), // signalize rollup that it should bundle commonjs modules
    resolve(), // inline libraries from node_modules
  // ...
```

¹⁴ complete configuration https://gist.github.com/webpapaya/45c5aae75bbe4e8eb72bc19c33e080bf

TASK

- » Go into your homework group
 - » on a dedicated branch
- » Add rollup and build your app into one file
 - » add minification
 - » add babel
 - » play around with different .browserlistro configs and see the difference in bundle size



HOMEWORK

- » Finish the quiz
- » when not already done
 during todays lecture
 - » finish linting your
 application
 - » I'll test via npm run
 lint
 - » any error will result in
 -2 points

FEEDBACK

- » Questions: tmayrhofer.lba@fh-salzburg.ac.at
- >>> Feedback Link