# Modules



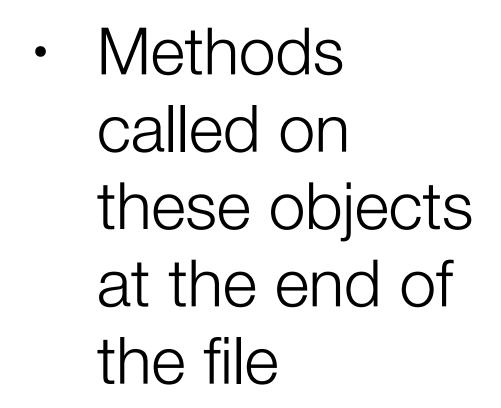
### Javascript Modules

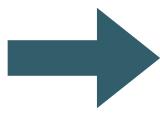
- To structure an application coherently, the backend consists of separate Javascript files.
- Objects declared in these files must be
  - exported by one file
  - imported by another
- In order to keep each module focused on a specific responsibility

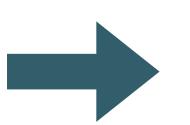
### Example

### standalone.js

2 separate
 object defined
 in a single file







```
const marge = {
  firstName: 'marge',
  lastName: 'simpson',
  age: 10,
  sayHello() {
    console.log('Hello from me!');
const lisa = {
  firstName: 'lisa',
  lastName: 'simpson',
  age: 12,
  speak() {
    console.log('Hello from ' + this.firstName);
marge.sayHello();
lisa.speak();
```

### In Chrome JS Console

```
Elements Console Sources
                                     Network Timeline Profiles Application
                                   ▼ Preserve log ✓ Show all messages

    top

> const marge = {
    firstName: 'marge',
    lastName: 'simpson',
    age: 10,
    sayHello() {
      console.log('Hello from me!');
  };
  const lisa = {
    firstName: 'lisa',
    lastName: 'simpson',
    age: 12,
    speak() {
      console.log('Hello from ' + this.firstName);
  marge.sayHello();
  lisa.speak();
  Hello from me!
  Hello from lisa
```

## Modularise the Program

#### standalone.js

#### marge.js

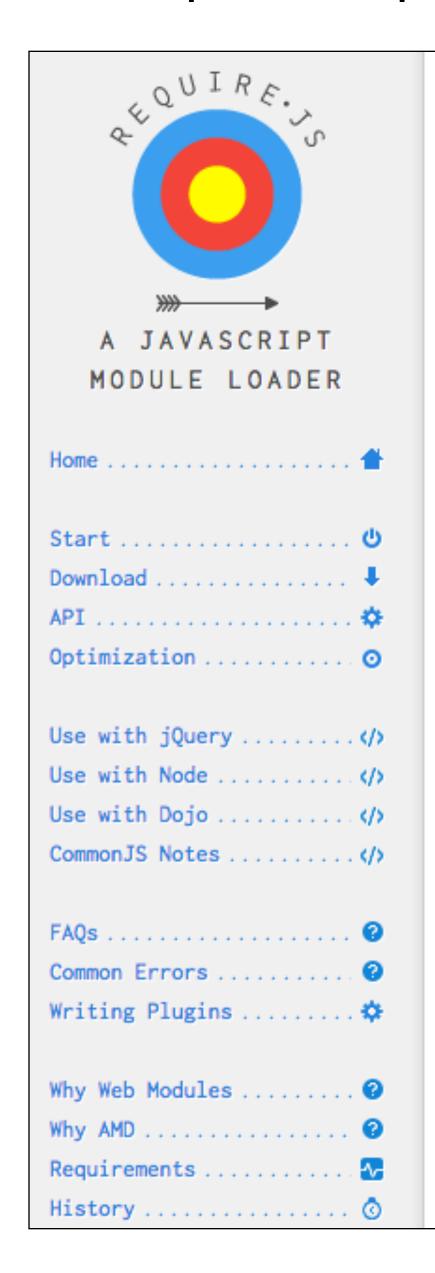
```
const marge = {
  firstName: 'marge',
  lastName: 'simpson',
  age: 10,
  sayHello() {
    console.log('Hello from me!');
  }
};
```

#### lisa.js

#### main.js

```
marge.sayHello();
lisa.speak();
```

# http://requirejs.org/



```
/* ---
```

RequireJS is a JavaScript file and module loader. It is optimized for in-browser use, but it can be used in other JavaScript environments, like Rhino and Node. Using a modular script loader like RequireJS will improve the speed and quality of your code.

```
IE 6+ ..... compatible ✓
Firefox 2+ .... compatible ✓
Safari 3.2+ .... compatible ✓
Chrome 3+ .... compatible ✓
Opera 10+ .... compatible ✓
```

<u>Get started</u> then check out the <u>API</u>.

```
--- */
```

# Modularise the Program

- These three modules:
  - marge.js
  - lisa.js
  - main.js
- Are completely separate.
- main.js cannot use marge or lisa objects

marge.js

```
const marge = {
  firstName: 'marge',
  lastName: 'simpson',
  age: 10,
  sayHello() {
    console.log('Hello from me!');
  }
};
```

lisa.js

main.js

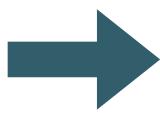
```
marge.sayHello();
lisa.speak();
```

## module.exports

module.exports makes the listed object available to other modules

```
const marge = {
  firstName: 'marge',
  lastName: 'simpson',
  age: 10,
  sayHello() {
    console.log('Hello from me!');
  }
};

module.exports = marge;
```



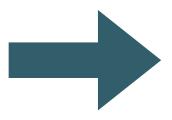
### require

#### marge.js

```
const marge = {
  firstName: 'marge',
  lastName: 'simpson',
  age: 10,
  sayHello() {
    console.log('Hello from me!');
  }
};
module.exports = marge;
```

lisa.js

require identifies and imports objects defined in other modules



main.js

```
const marge = require('./marge.js');
const lisa = require('./lisa.js');
marge.sayHello();
lisa.speak();
```

# Modules in back-end - Example

```
.gitignore
.jscsrc
controllers/about.js
controllers/dashboard.js
package.json
README.md
routes.js
server.js
utils/logger.js
```

 Each of these modules will use export and require to establish dependencies

- 5 separate modules
  - sever.js
  - routes.js
  - controllers
    - about.js
    - dashboard.js