

Everything is a

 **PLUGIN** 

Mastering  **webpack**
from the inside out

translate.it/CJAYG

TECHNICAL PROGRAM MANAGER

MICROSOFT - EDGE DEV TOOLS

MAINTAINER + ADVOCATE

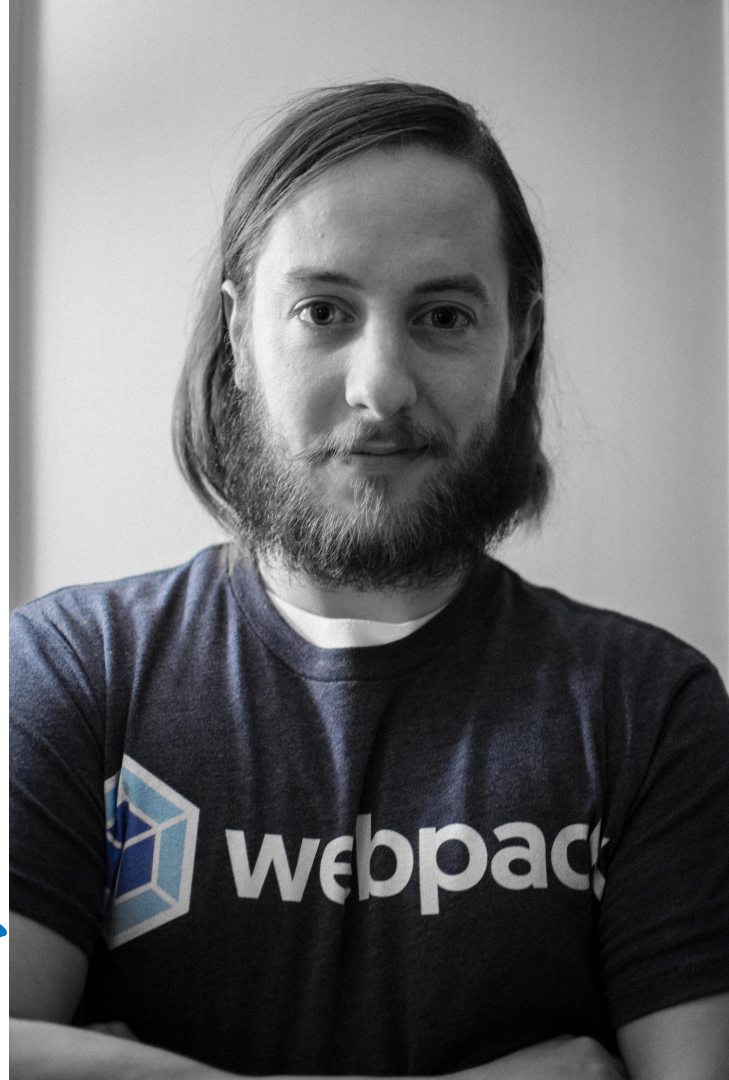
WEBPACK

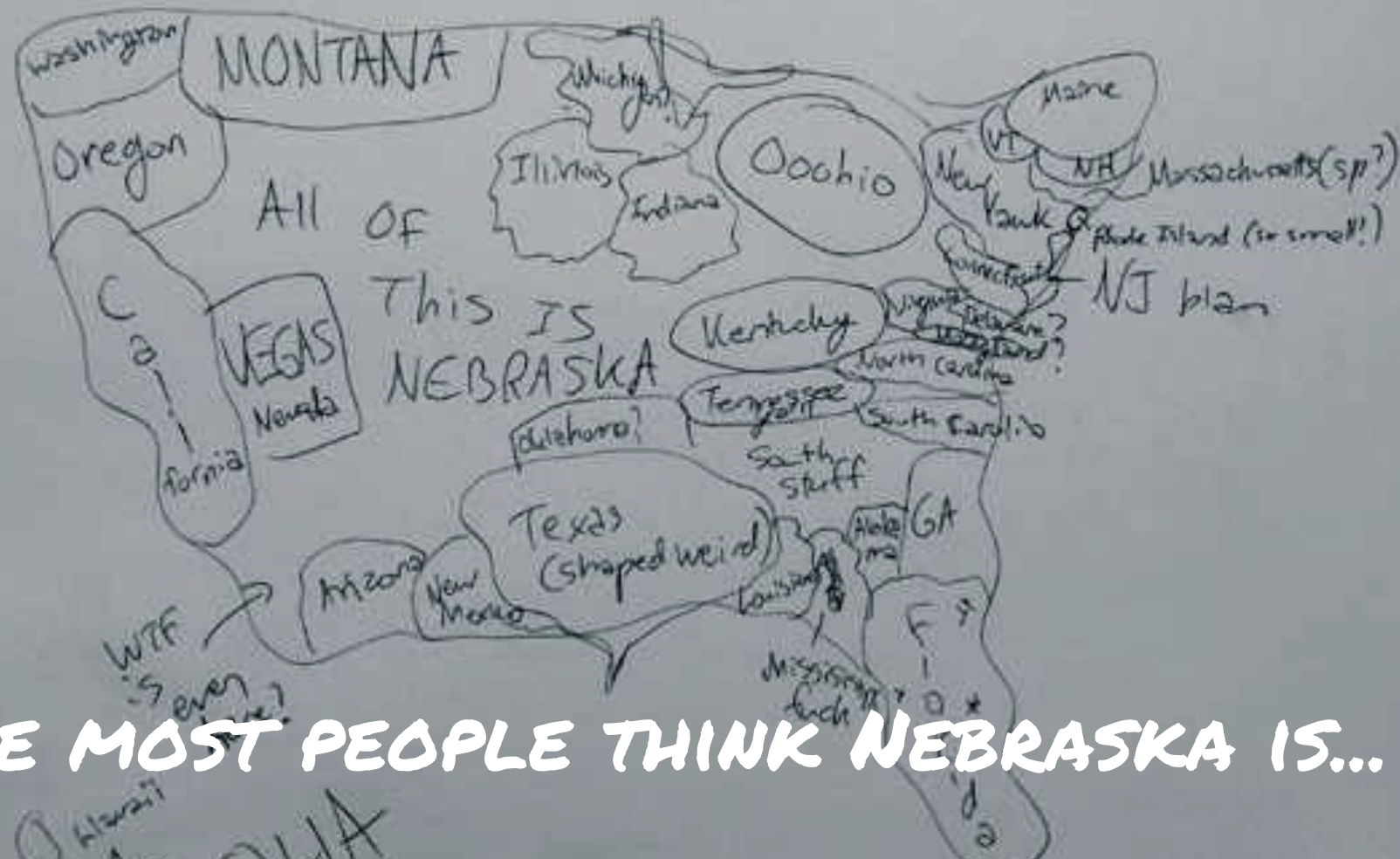
CORE TEAM

ANGULAR / ANGULAR-CLI

EVANGELIST

OPEN SOURCE SUSTAINABILITY





WHERE MOST PEOPLE THINK NEBRASKA IS...



Where Nebraska really is...

BACKGROUND

Former Tech Support Rep.
gone rogue turned Software
Engineer / Web Developer
who got tired of never being
able to really help the
customer he served.

Languages: Ruby,
Objective-C, Swift, Javascript.

Other: Woodworker, ☐
farmer, IoT



Objective

C-Programming

JS

SUSTAINABLE OPEN SOURCE PRACTICES

JAVASCRIPT

BUILDING CONTRIBUTORS, COMMUNITY, AND ECOSYSTEM



Sean Larkin
TheLarkInn

User Experience Developer
@mutualofomaha. Javascript,
Angular, Ruby, Webpack,
Typescript. @webpack core team.
@angular cli core team.

@mutualofomaha @webpack...

Lincoln, NE

sean.larkin@cuw.edu

https://careers.stackoverflow...

Organizations



Overview

Repositories 164

Stars 150

Followers 413

Following 53

Pinned repositories

Customize your pinned repositories

webpack/webpack

A bundler for javascript and friends. Packs many modules into a few bundled assets. Code Splitting allows to load parts for the application on demand. Through "loaders," modules can be CommonJs, AM...

JavaScript ★ 24k 🍴 2.8k

angular/angular-cli

CLI tool for Angular

TypeScript ★ 7.2k 🍴 1.4k

angular-starter-es6-webpack

This is an Angular Starter App with component and service generators using gulp for easy component development. Uses Karma-Mocha-Chai as testing suite and Babel Loader and Webpack for ES6

JavaScript ★ 71 🍴 49

angular2-template-loader

Chain-to loader for webpack that inlines all html and style's in angular2 components.

JavaScript ★ 100 🍴 40

webpack-developer-kit

webpack dev kit for writing custom plugins and loaders on the fly. Education/Exploration tool as well.

JavaScript ★ 55 🍴 7

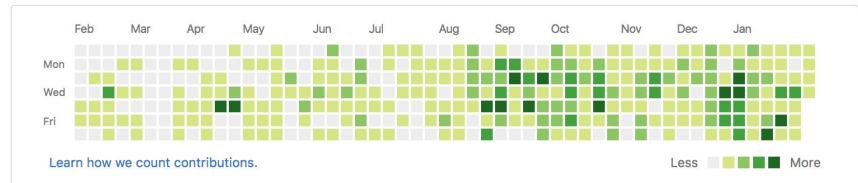
LazyParseWebpackPlugin

(v8-lazy-parse-webpack-plugin) This is a webpack plugin designed to exploit the V8 engines treatment of functions with parens wrapped around them. This lazy loads the parsing decreasing initial loa...

JavaScript ★ 84 🍴 6

1,434 contributions in the last year

Contribution settings ▾

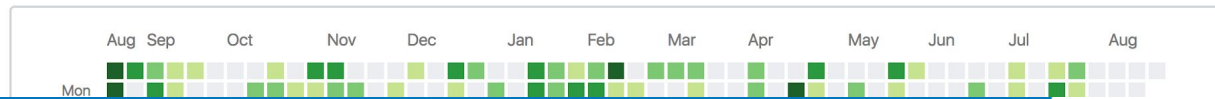


@THELARKINN

[Github](#) - [Medium](#) - [Codepen](#) - [Stack Overflow](#) - [LinkedIn](#) - [Twitter](#)

ASK ME ANYTHING

<http://github.com/thelarkinn/ama>



SPONSORS + BACKERS

Gold Sponsors

Gold Sponsors are those who have pledged \$10000 to \$50000 to webpack.



[BECOME A SPONSOR](#)

Silver Sponsors

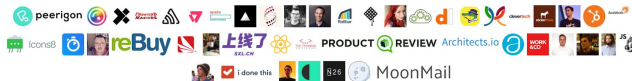
Silver Sponsors are those who have pledged \$2000 to \$10000 to webpack.



[BECOME A SPONSOR](#)

Bronze Sponsors

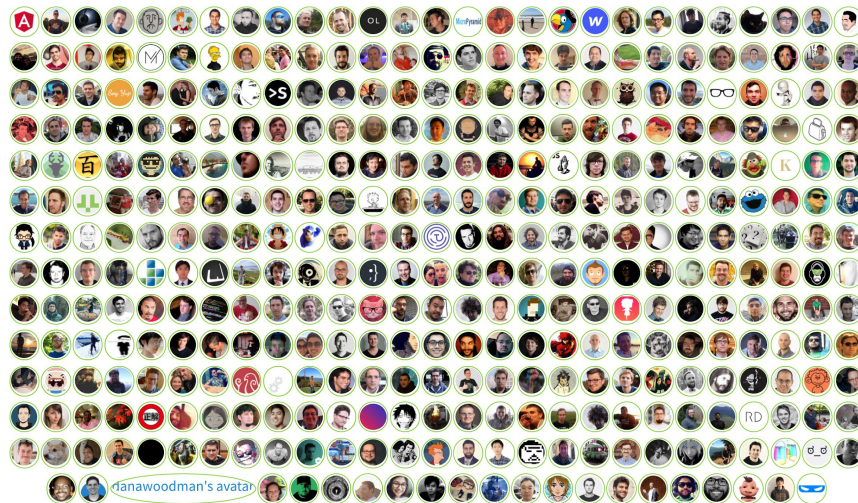
Bronze Sponsors are those who have pledged up to \$2000 to webpack.



[BECOME A SPONSOR](#)

Backers

The following **Backers** are individuals who have contributed various amounts of money in order to help support webpack. Every little bit helps, and we appreciate even the smallest contributions.



*“We’ve hired a lot of really great engineers who mentioned during their job interview that **our sponsoring for Webpack was one of their primary motivations for applying** and we’ve since moved to a Talent Community (<https://talent.trivago.com/>) where people can just sign up if they're interested in working at trivago in the future and where we can match those people with the right jobs.*

We wanted to make it easier to apply for a job at trivago by taking away the burden of having to look through our advertised open positions.

*At Talent Community, we see that a lot of our sign-ups are coming from links on the Webpack website, Github or Medium articles. **This is something we didn’t expect to happen but that is a major benefit for us as a tech company.**”*

上线了

SXL.CN



vue

We also accept [one-time donations via PayPal or crypto currencies](<https://vuejs.org/donate/>).

BACKER

Since September 2017

\$3,500

amount contributed



webpack

webpack is THE build solution for modern web applications.

BACKER

Since June 2017

\$2,780

amount contributed

BABEL

Babel

Babel is a compiler for writing next generation JavaScript

BACKER

Since September 2017

\$700

amount contributed

DEAR NG-CONF...



Everything is a

 **PLUGIN** 

Mastering  **webpack**
from the inside out

1.) Walk through
the source

1.) Walk through
the source

2.) Plugin Anatomy

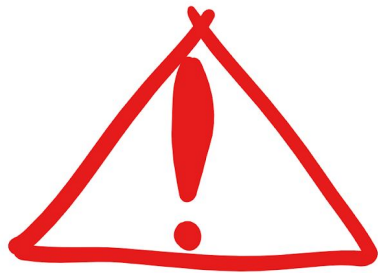
1.) Walk through
the source

2.) Plugin Anatomy

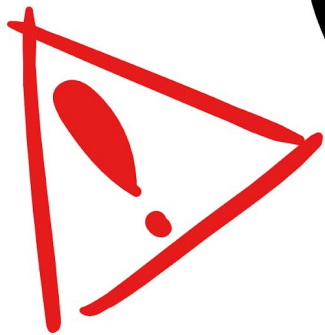
3.) Ultimate Power

We
want
your help!!!

Before



we begin...



What is Tapable?

What is Tapable?

- ~200 line plugin library

What is Tapable?

- ~200 line plugin library

- The backbone of the plugin system



Compiler.js x



```
458
459 Compiler.prototype.compile = function(callback) {
460     var self = this;
461     var params = self.newCompilationParams();
462     self.applyPluginsAsync("before-compile", params, function(err) {
463         if(err) return callback(err);
464
465         self.applyPlugins("compile", params);
466
467         var compilation = self.newCompilation(params);
468
469         self.applyPluginsParallel("make", compilation, function(err) {
470             if(err) return callback(err);
471
472             compilation.finish();
473
474             compilation.seal(function(err) {
475                 if(err) return callback(err);
476
477                 self.applyPluginsAsync("after-compile", compilation, function(err) {
478                     if(err) return callback(err);
479
480                     return callback(null, compilation);
481                 });
482             });
483         });
484     });
485 };
```

compiler event



compiler event



```
class BasicPlugin {  
  constructor() {}  
  
  apply(compiler) {  
    compiler.plugin("make", (compilation) => {  
      console.log("I now have access to the compilation!!!!");  
    });  
  }  
}  
  
module.exports = BasicPlugin;
```

```

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```

```

const shouldRecord: boolean = this.hooks.shouldRecord.call() !== false

this.hooks.reviveModules.call(arg1: this.modules, arg2: this.records);
this.hooks.optimizeModuleOrder.call(arg1: this.modules);
this.hooks.advancedOptimizeModuleOrder.call(arg1: this.modules);
this.hooks.beforeModuleIds.call(arg1: this.modules);
this.hooks.moduleIds.call(arg1: this.modules);
this.applyModuleIds();
this.hooks.optimizeModuleIds.call(arg1: this.modules);
this.hooks.afterOptimizeModuleIds.call(arg1: this.modules);

this.sortItemsWithModuleIds();

this.hooks.reviveChunks.call(arg1: this.chunks, arg2: this.records);
this.hooks.optimizeChunkOrder.call(arg1: this.chunks);
this.hooks.beforeChunkIds.call(arg1: this.chunks);
this.applyChunkIds();
this.hooks.optimizeChunkIds.call(arg1: this.chunks);
this.hooks.afterOptimizeChunkIds.call(arg1: this.chunks);

this.sortItemsWithChunkIds();

if (shouldRecord) {
  this.hooks.recordModules.call(arg1: this.modules, arg2: this.records);
  this.hooks.recordChunks.call(arg1: this.chunks, arg2: this.records);
}

this.hooks.beforeHash.call();
this.createHash();
this.hooks.afterHash.call();

if (shouldRecord) {
  this.hooks.recordHash.call(arg1: this.records);
}

this.hooks.beforeModuleAssets.call();
this.createModuleAssets();

```

Compilation
calls the
hook

```

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```

```

class NamedChunksPlugin {
  /**
   * @param {Chunk} chunk the chunk to resolve
   * @returns {string | null} returns the chunk name or nothing
   */
  static defaultNameResolver(chunk: Chunk): string {
    return chunk.name || null;
  }

  constructor(nameResolver: any) {
    this.nameResolver = nameResolver || NamedChunksPlugin.defaultNameResolver;
  }

  /**
   * @param {Compiler} compiler the webpack compiler tapable instance
   * @returns {void}
   */
  apply(compiler: Compiler): void {
    compiler.hooks.compilation.tap(name: "NamedChunksPlugin", (compilation: Compilation) => {
      compilation.hooks.beforeChunkIds.tap(name: "NamedChunksPlugin", (chunks: Chunk[]) => {
        for (const chunk of chunks) {
          if (chunk.id === null) {
            chunk.id = this.nameResolver(chunk);
          }
        }
      });
    });
  }
}

module.exports = NamedChunksPlugin;

```

Data passed for
plugins to
access/mutate



JS NamedChunksPlugin.js



```
10 class NamedChunksPlugin {
11   /**
12    * @param {Chunk} chunk the chunk to resolve
13    * @returns {string | null} returns the chunk name or nothing
14    */
15   static defaultNameResolver(chunk: Chunk): string {
16     return chunk.name || null;
17   }
18
19   constructor(nameResolver: any) {
20     this.nameResolver = nameResolver || NamedChunksPlugin.defaultNameResolver;
21   }
22
23   /**
24    * @param {Compiler} compiler the webpack compiler tapable instance
25    * @returns {void}
26    */
27   apply(compiler: Compiler): void {
28     compiler.hooks.compilation.tap(name: "NamedChunksPlugin", (fn: compilation: Compilation): void => {
29       compilation.hooks.beforeChunkIds.tap(name: "NamedChunksPlugin", (fn: chunks: Chunk[]): void => {
30         for (const chunk of chunks) {
31           if (chunk.id === null) {
32             chunk.id = this.nameResolver(chunk);
33           }
34         }
35       });
36     });
37   }
38 }
39
40 module.exports = NamedChunksPlugin;
```

The hook you are
"tapping" into.

Activate Windows
Go to Settings to activate Windows.

What is Tapable?

```
class SomePlugin {  
  ① apply(compiler) {  
    compiler.plugin("run", (c, cb) => {  
      });  
    }  
  }  
}
```

```
class Compiler extends Tapable {  
  someFunc() {  
    this.applyPluginsAsync("run", this, () => {  
    });  
  }  
}
```

① Plugin is registered via
compilers inherited apply
fn. (from Tapable)

What is Tapable?

```
class SomePlugin {  
  ① apply(compiler) {  
    compiler.plugin("run", (c, cb) => {  
      });  
    }  
  }  
}
```

```
class Compiler extends Tapable {  
  someFunc() {
```

```
    ② this.applyPluginsAsync("run", this, () => {  
      }  
    );  
  }  
}
```

① Plugin is registered via
compilers inherited apply
fn. (from Tapable)

② Tapable instances call
"applyPlugins()" and pass the
event and state through
to plugin.

What is Tapable?

- Tapable instance

What is Tapable?

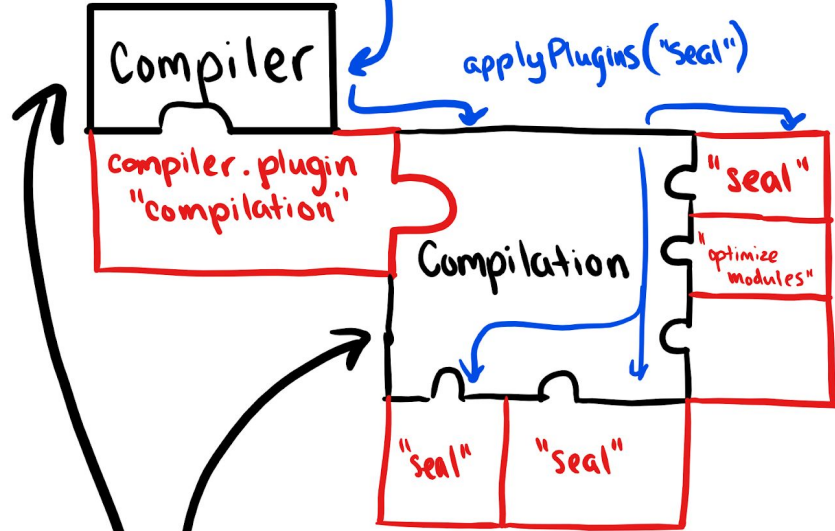
- Tapable instance

A class/object that
extends Tapable

(aka something
you can plug
into!!)

calls `applyPlugins("compilation", this)`

`applyPlugins("seal")`



Plugins

Tapable instances

7^{ish} Tapable Instances (aka classes)

Compiler!

编译器

7^{ish} Tapable Instances (aka classes)

Compiler!

- Exposed via Node API
- Central Dispatcher
- Start / Stop

7^{ish} Tapable Instances (aka classes)

COMPILER

```
const webpack = require("webpack");  
const compiler = webpack(someConfig);
```

YES!! that is the
compiler instance!



7 Tapable Instances

Compilation
AKA: The
Dependency
Graph!

7 Tapable Instances



Compilation


AKA: The
Dependency
Graph!

7 Tapable Instances

Compilation

- Created by the Compiler.
- Contains dep graph traversal algo.

like the brain!!!



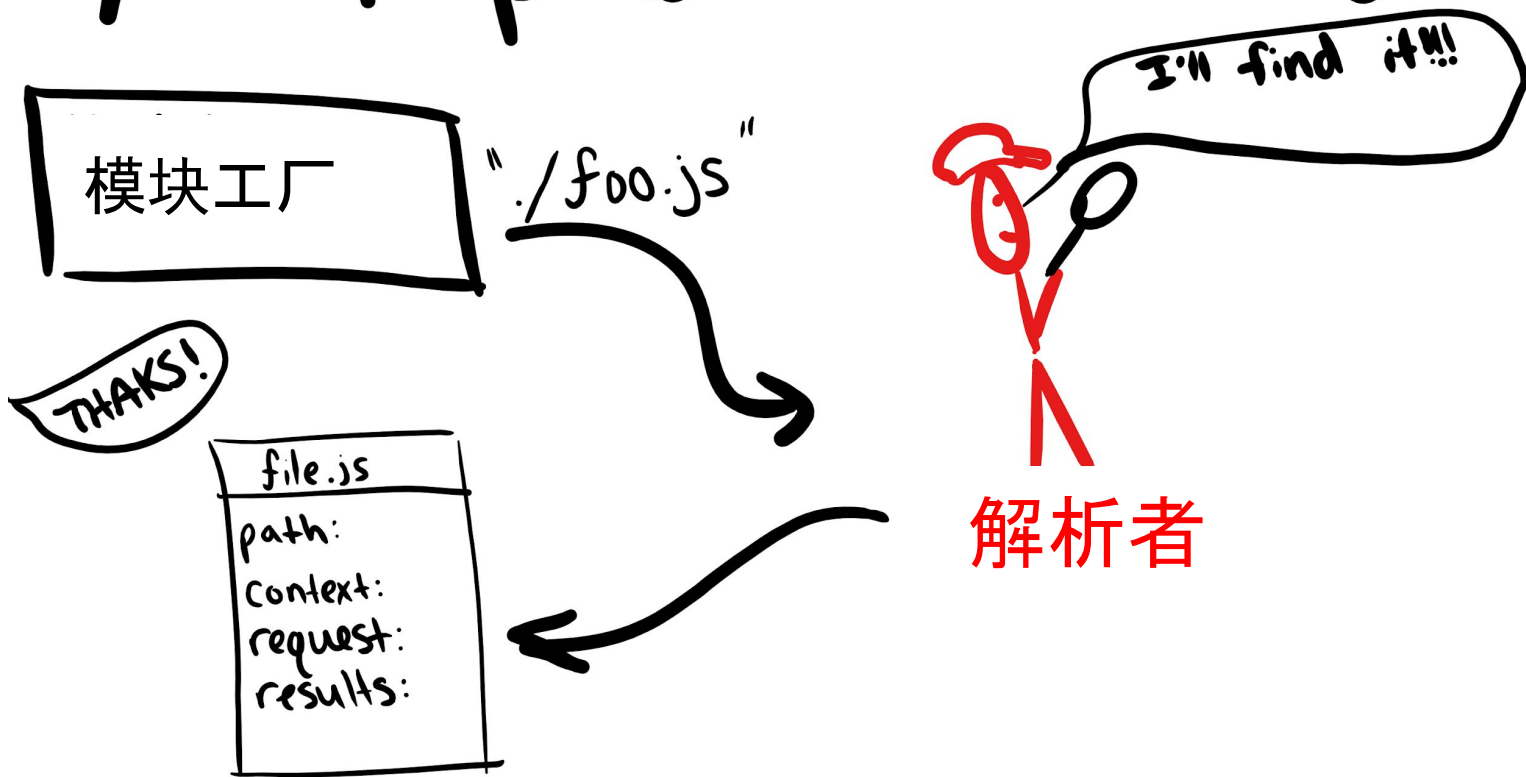
7^{ish} Tapable instance

The
The "Bloodhound"
Resolver



解析者

7^{ish} Tapable Instances

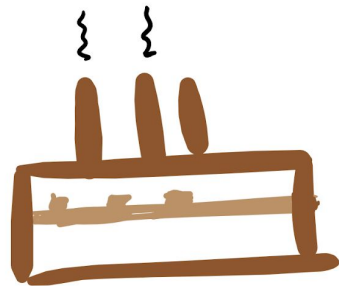


ResolverFactory.js x

```
4  */
5  var Resolver = require("./Resolver");
6
7  var SyncAsyncFileSystemDecorator = require("./SyncAsyncFileSystemDecorator");
8
9  var ParsePlugin = require("./ParsePlugin");
10 var DescriptionFilePlugin = require("./DescriptionFilePlugin");
11 var NextPlugin = require("./NextPlugin");
12 var TryNextPlugin = require("./TryNextPlugin");
13 var ModuleKindPlugin = require("./ModuleKindPlugin");
14 var FileKindPlugin = require("./FileKindPlugin");
15 var JoinRequestPlugin = require("./JoinRequestPlugin");
16 var ModulesInHierarchicDirectoriesPlugin = require("./ModulesInHierarchicDirectoriesPlugin");
17 var ModulesInRootPlugin = require("./ModulesInRootPlugin");
18 var AliasPlugin = require("./AliasPlugin");
19 var AliasFieldPlugin = require("./AliasFieldPlugin");
20 var ConcordExtensionsPlugin = require("./ConcordExtensionsPlugin");
21 var ConcordMainPlugin = require("./ConcordMainPlugin");
22 var ConcordModulesPlugin = require("./ConcordModulesPlugin");
23 var DirectoryExistsPlugin = require("./DirectoryExistsPlugin");
24 var FileExistsPlugin = require("./FileExistsPlugin");
25 var SymlinkPlugin = require("./SymlinkPlugin");
26 var MainFieldPlugin = require("./MainFieldPlugin");
27 var UseFilePlugin = require("./UseFilePlugin");
28 var AppendPlugin = require("./AppendPlugin");
29 var ResultPlugin = require("./ResultPlugin");
30 var ModuleAppendPlugin = require("./ModuleAppendPlugin");
31 var UnsafeCachePlugin = require("./UnsafeCachePlugin");
32
33 exports.createResolver = function(options) {
34
35  /// OPTIONS ///
```

7^{ish} Tapable Instances

Module



Factories

模块工厂

7^{ish} Tapable Instances

Module Factories

- Takes Successfully Resolved Requests.

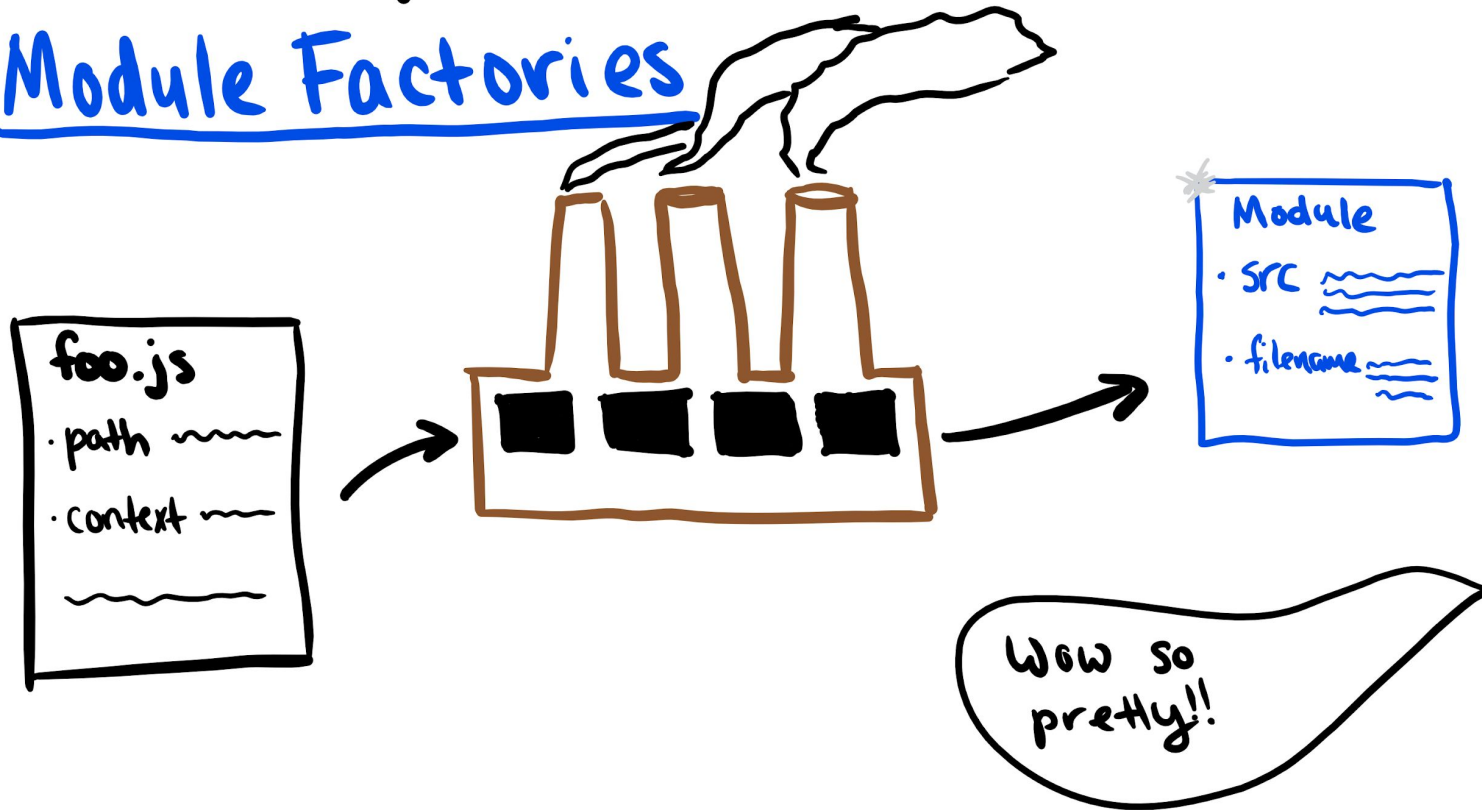
7^{ish} Tapable Instances

Module Factories

- Takes Successfully Resolved Requests.
- Collects source for that file. Creates a Module obj.

7^{ish} Tapable Instances

Module Factories



7^{ish} Tapable Instances

PARSER

语法分析器

7^{ish} Tapable Instances

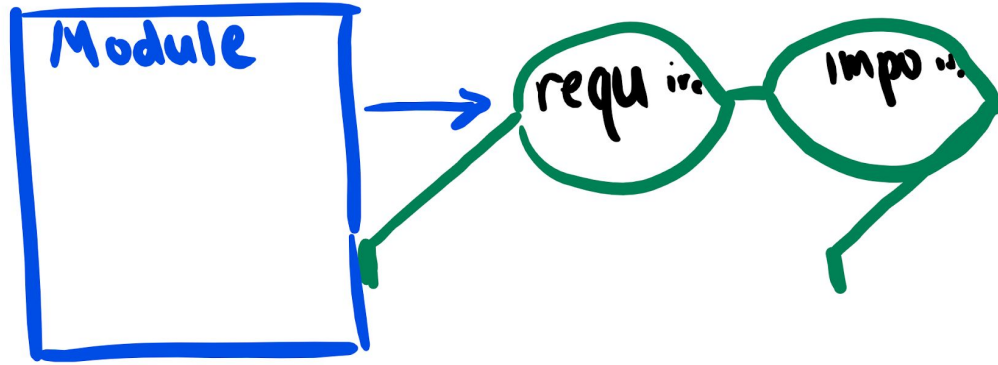
Parser

- Parses!!!!
- Takes a Module Object,
turns into AST to parse

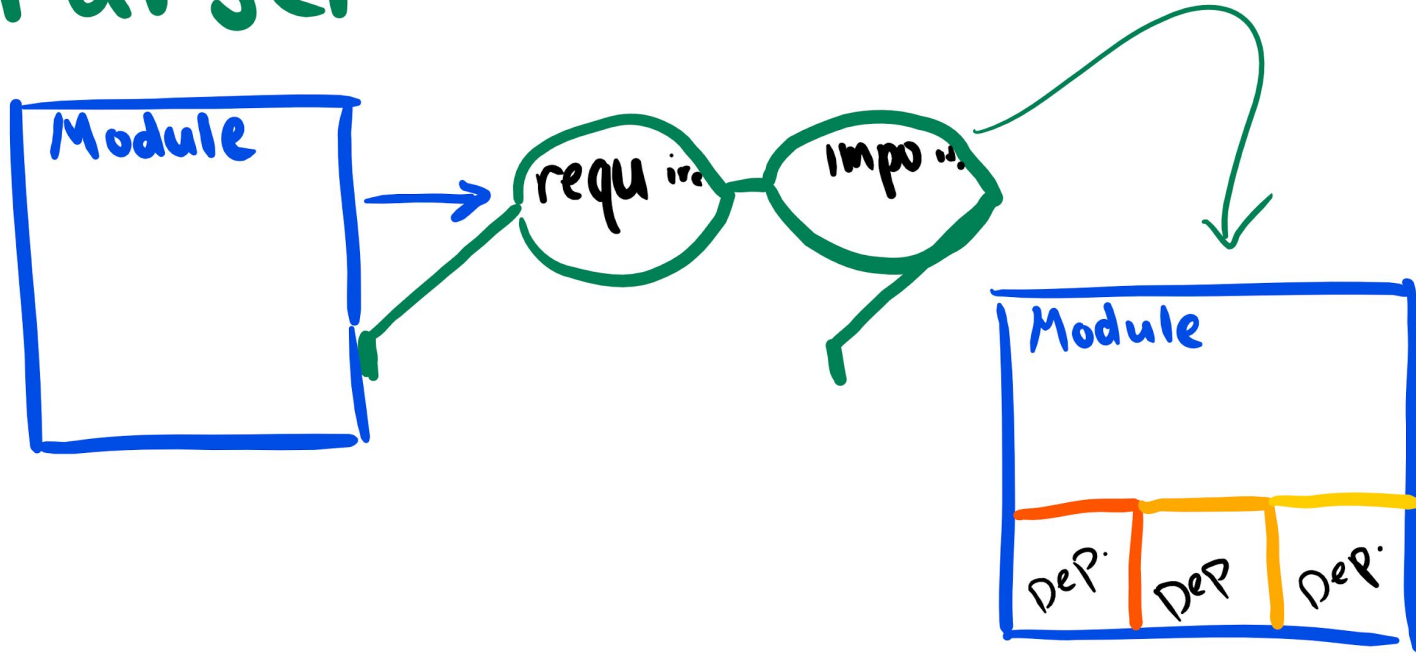
7^{ish} Tapable Instances Parser

- Parses!!!!
- Takes a Module Object,
turns into AST to parse
- Find all require ? imports,
create Dependency's

7^{ish} Tapable Instances Parser



7^{ish} Tapable Instances Parser



7^{ish} Tapable Instances

{TEMPLATE}

模板

7^{ish} Tapable Instances Template

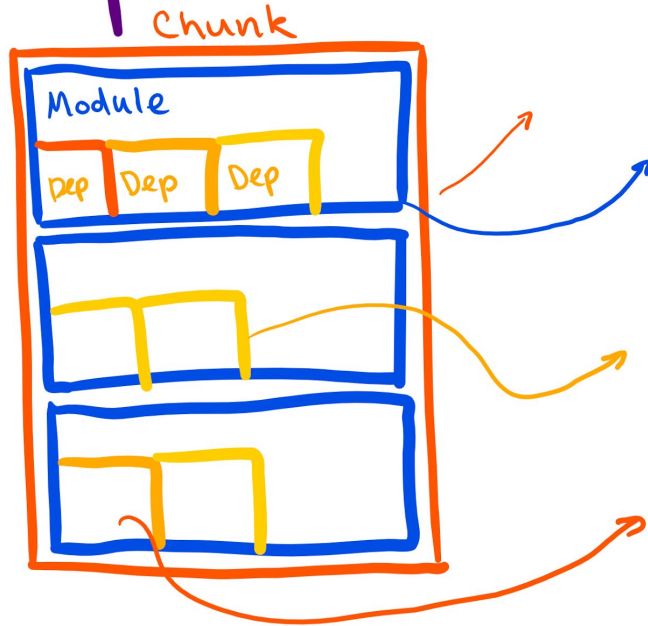
- Data binding for your modules

7^{ish} Tapable Instances Template

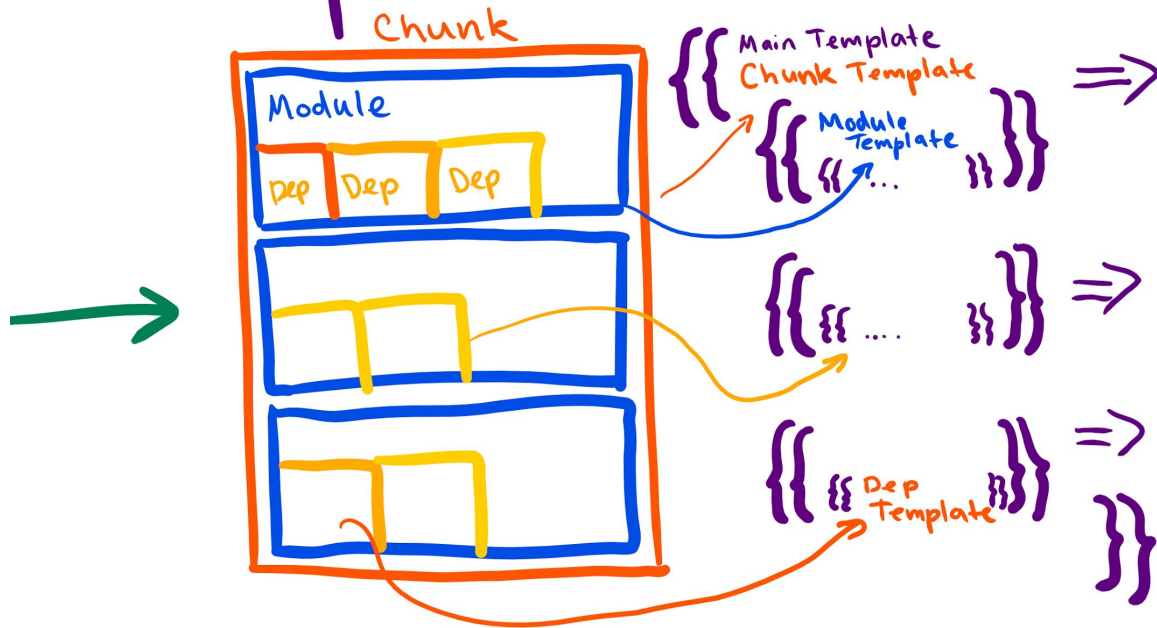
- Data binding for your modules
- Creates the code you see in your bundles.

7^{ish} Tapable Instances Template

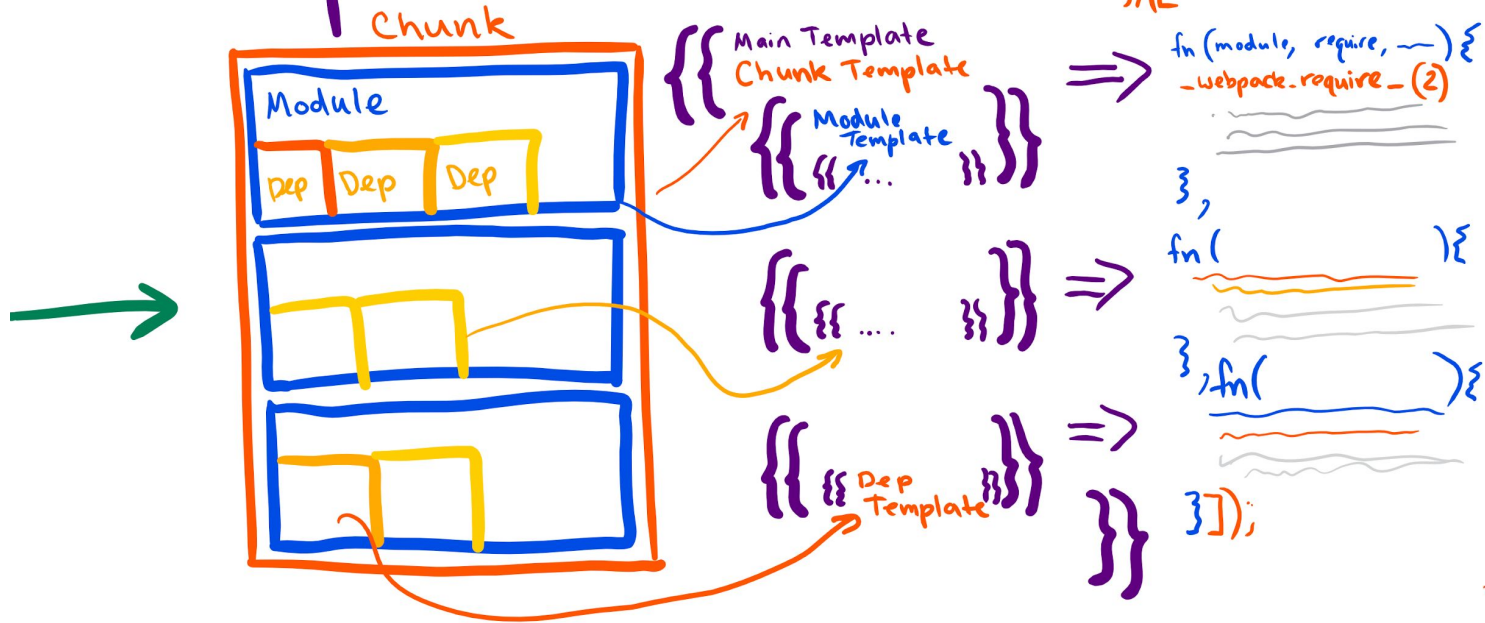
"render"



7^{ish} Tapable Instances Template



7^{ish} Tapable Instances Template



Compiler

Read options,
create compilation



Comp..

Read entry



Repeat process for each
dep.

DD NM

J → P

loader
runner

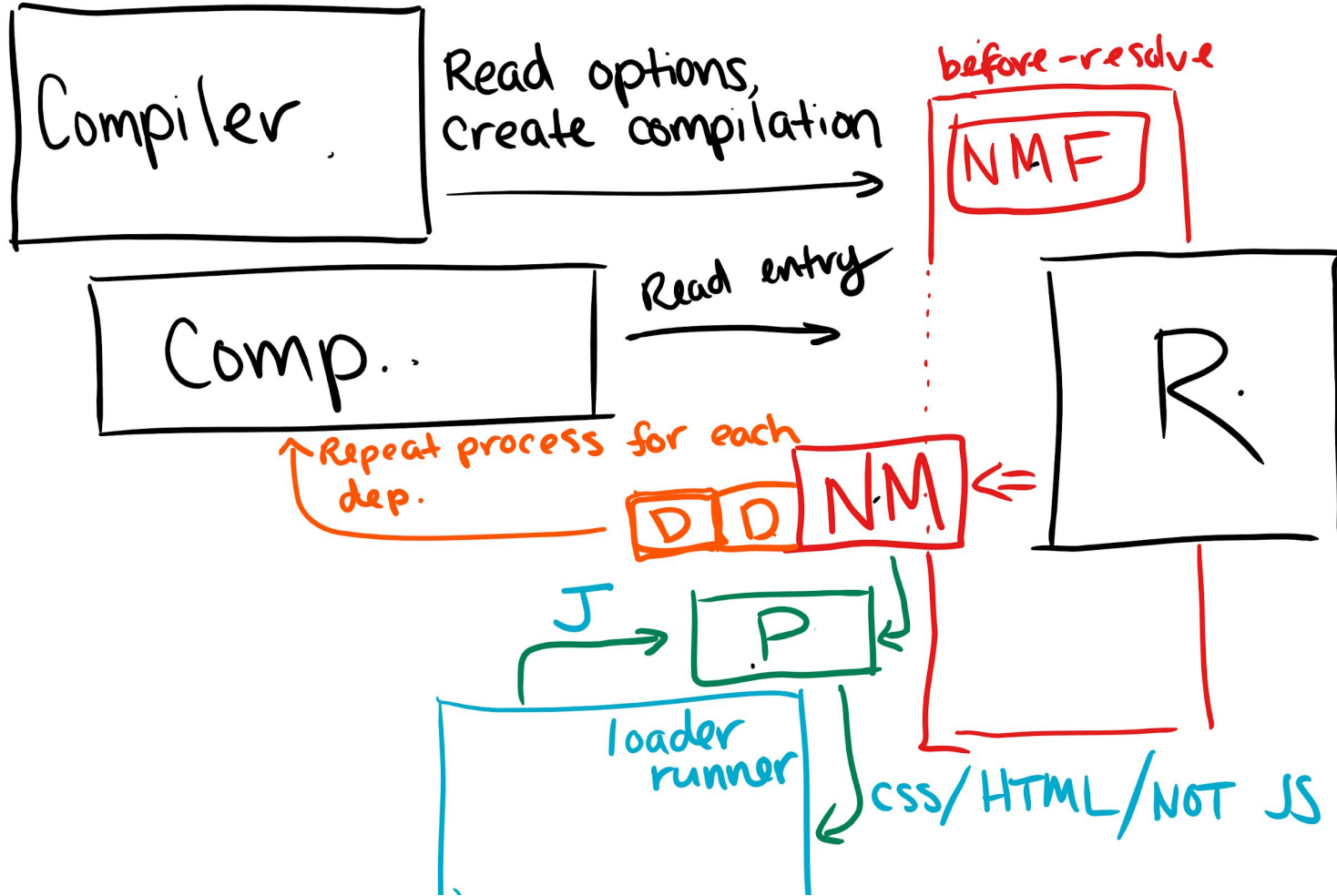
css/HTML/NOT JS

before-resolve

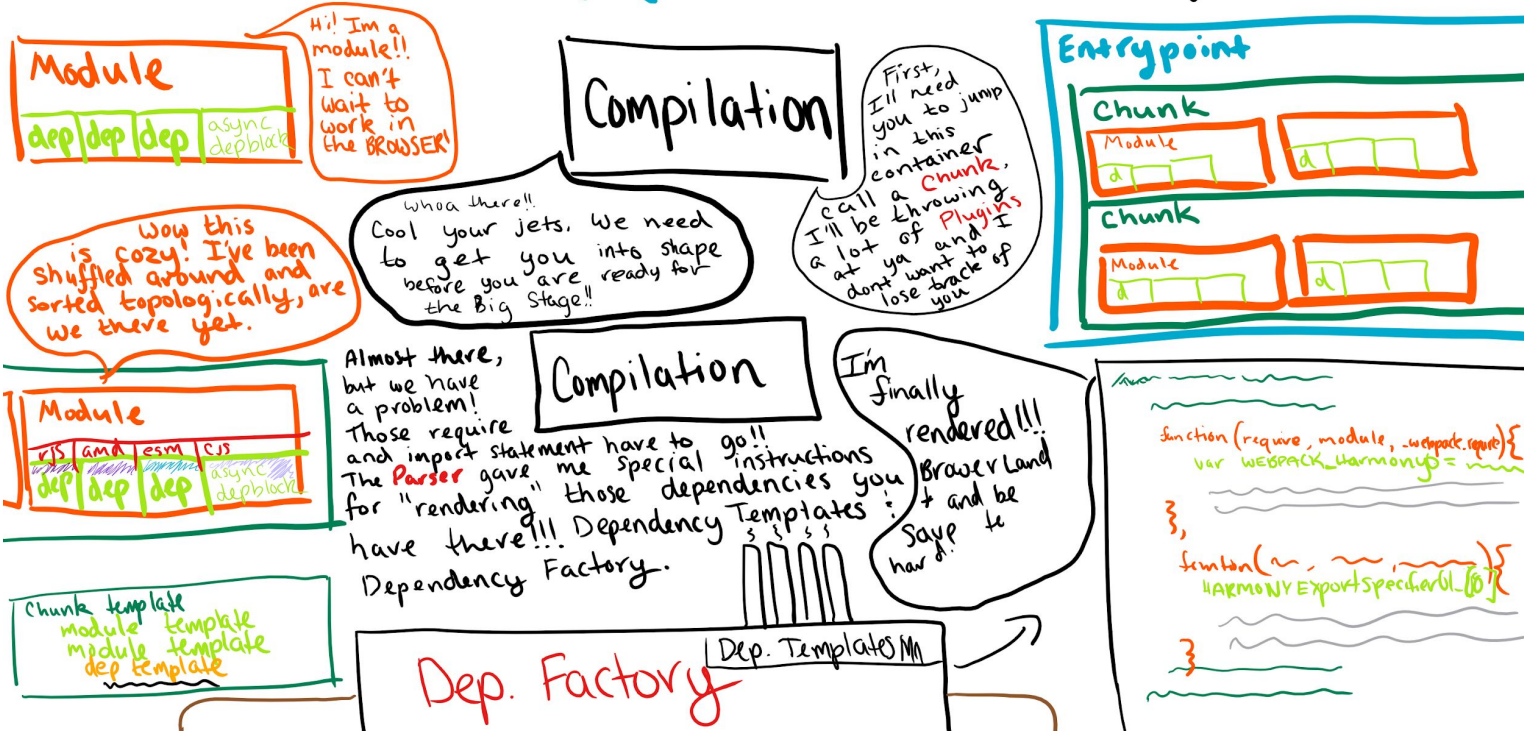
NMF

R.

←



How a Module gets to the BROWSER with webpack!



Module

dep

dep

dep

async
depblock

Hi! I'm a
module!!

I can't
wait to
work in
the BROWSER!

Im a
dude!!
can't
it to
rk in
e BROWSER!

Compilation

Whoa there!!
Cool your jets. We need
to get you into shape
before you are ready for
the Big Stage!!

First,
I'll need
you to jump
in this
container
call a **Chunk**,
I'll be throwing
a lot of **Plugins**
at ya and I
don't want to
lose track of
you

Almost there,
but we have
a problem!

Compilation

I'm
fin

Those require
and import statement have to go!!
The **Parser** gave me special instructions
for "rendering" those dependencies you
have there!!! Dependency Templates:
Dependency Factory.



tion

go!!
all instructions
dependencies you
ncy Templates



Dep. Templates

I'm finally
rendered!!!
Braver Land
+ and be
Say? to
have d.

```
function(require, module, _webpack.require){  
  var WEBPACK_Harmony =
```

```
}
```

```
function(~, ~, ~){  
  HARMONY ExportSpecifier[0]
```

```
}
```

YOU JUST LEARNED
HOW WEBPACK WORKS
ENTIRELY UNDER THE
HOOD.

WHY SHOULD I CARE?

SourceMapDevToolMod...
SourceMapDevToolPlugi...
Stats.js
Template.js
TemplatedPathPlugin.js
UmdMainTemplatePlugi...
UnsupportedFeatureWa...
UseStrictPlugin.js
validateSchema.js
WarnCaseSensitiveMod...
WatchIgnorePlugin.js
webpack.js
webpack.web.js
WebpackOptionsApply.js
WebpackOptionsDefault...
WebpackOptionsValidat...
▶ schemas
▶ test
▶ web_modules
.editorconfig
.eslintrc
.gitattributes
.gitignore
.jsbeautifyrc
.travis.yml
appveyor.yml
circle.yml
codecov.yml
CONTRIBUTING.md
LICENSE
package.json
README.md
yarn.lock
▶ webpack-sources

```
5 var OptionsApply = require("./OptionsApply");  
6  
7 var LoaderTargetPlugin = require("./LoaderTargetPlugin");  
8 var FunctionModulePlugin = require("./FunctionModulePlugin");  
9 var EvalDevToolModulePlugin = require("./EvalDevToolModulePlugin");  
10 var SourceMapDevToolPlugin = require("./SourceMapDevToolPlugin");  
11 var EvalSourceMapDevToolPlugin = require("./EvalSourceMapDevToolPlugin");  
12  
13 var EntryOptionPlugin = require("./EntryOptionPlugin");  
14 var RecordIdsPlugin = require("./RecordIdsPlugin");  
15  
16 var APIPlugin = require("./APIPlugin");  
17 var ConstPlugin = require("./ConstPlugin");  
18 var RequireJsStuffPlugin = require("./RequireJsStuffPlugin");  
19 var NodeStuffPlugin = require("./NodeStuffPlugin");  
20 var CompatibilityPlugin = require("./CompatibilityPlugin");  
21  
22 var TemplatedPathPlugin = require("./TemplatedPathPlugin");  
23 var WarnCaseSensitiveModulesPlugin = require("./WarnCaseSensitiveModulesPlugin");  
24 var UseStrictPlugin = require("./UseStrictPlugin");  
25  
26 var LoaderPlugin = require("./dependencies/LoaderPlugin");  
27 var CommonJsPlugin = require("./dependencies/CommonJsPlugin");  
28 var HarmonyModulesPlugin = require("./dependencies/HarmonyModulesPlugin");  
29 var SystemPlugin = require("./dependencies/SystemPlugin");  
30 var ImportPlugin = require("./dependencies/ImportPlugin");  
31 var AMPPlugin = require("./dependencies/AMPPlugin");  
32 var RequireEnsurePlugin = require("./dependencies/RequireEnsurePlugin");  
33 var RequireIncludePlugin = require("./dependencies/RequireIncludePlugin");  
34  
35  
36 var EnsureChunkConditionsPlugin = require("./optimize/EnsureChunkConditionsPlugin");  
37 var RemoveParentModulesPlugin = require("./optimize/RemoveParentModulesPlugin");  
38 var RemoveEmptyChunksPlugin = require("./optimize/RemoveEmptyChunksPlugin");  
39 var MergeDuplicateChunksPlugin = require("./optimize/MergeDuplicateChunksPlugin");  
40 var FlagIncludedChunksPlugin = require("./optimize/FlagIncludedChunksPlugin");  
41 var OccurrenceOrderPlugin = require("./optimize/OccurrenceOrderPlugin");  
42 var FlagDependencyUsagePlugin = require("./FlagDependencyUsagePlugin");  
43 var FlagDependencyExportsPlugin = require("./FlagDependencyExportsPlugin");  
44 var SizeLimitPlugin = require("./performance/SizeLimitPlugin");
```

plugins
options
these handle
any module format

THE LARKIN/ARTSY-WEBPACK-TOUR

#1

EVERY INSTANCE CAN
BE PLUGGED INTO!!!

**TIME FOR
QUESTIONS!**

PS: THERE ARE NO WRONG QUESTIONS.

LET'S MAKE
PLUGINS!!!

thelarkinn/everything-is-a-plugin

```
$ git clone https://github.com/thelarkinn/everything-is-a-plugin
```

```
$ yarn/npm install
```

```
$ git checkout 1.0
```

←GIT TAG BASED “LESSONS”

THREE COMMANDS

```
$ npm run build
```

```
$ npm run dev (watch mode with webpack-dev-server)
```

```
$ npm run debug
```

WHERE CAN I START?

EPISODE 1 – 22ND AUGUST 2016

Webpack From First Principles



Webpack often gets a bad rap in the front end community – plenty of digital ink has been spilled over whether web development is "too complicated", with Webpack taking center stage. But in reality, **it's no more complex than the sites we're building with it**, and conceptually its role is quite clear.

Let's demystify the tool by stripping it back to what it truly is – **an ahead-of-time compiler for the browser**.

Introduction

Entry Points

Single Entry (Shorthand) Syntax

Object Syntax

Scenarios

Separate App and Vendor Entries

Multi Page Application

Output

Loaders

Plugins

Configuration

Dependency Graph

Module Resolution

Modules

Targets

Introduction

[EDIT THIS PAGE](#) ✎

webpack is a module bundler for modern JavaScript applications. It is **incredibly configurable**, however, there are **4 Core Concepts** we feel you should understand before you get started!

As part of your webpack learning journey, we wrote this document aimed to give you a **high-level** overview of these concepts while still providing links to concept-specific use cases.

<http://webpack.js.org/concepts>

Entry

webpack creates a graph of all of your application's dependencies. The starting point of this graph is known as an entry point. The entry point tells webpack where to start and follows the graph of dependencies to know what to bundle. You can think of your application's entry point as the **contextual root** or **the first file to kick off your app**.

In webpack we define entry points using the `entry` property in our **webpack configuration object**.

The simplest example is seen below:

webpack.config.js

```
const config = {  
  entry: './path/to/my/entry/file.js'  
};  
  
module.exports = config;
```

There are multiple ways to declare your `entry` property that are specific to your application's needs.

[Learn more!](#)

Output


Once you've bundled all of your assets together, we still need to tell webpack **where** to bundle our

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Webpack 2 - Documentation MVP


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 Due by November 30, 2016 68% complete


Minimum required documentation for webpack 2 release. The issues in this milestone are stubs to have documentation created. If the Markdown file does not already exist you can create a new one and drop it in the page. Please refer to README and [writers guide](#)

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webpack-contrib

Community supported 3rd party packages for webpack

<https://webpack.js.org/>

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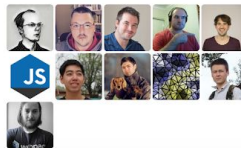
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<https://webpack.threadless.com>



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