

# Contemporary Web Development

## Lesson 2



<https://www.youtube.com/channel/UCGwu0nbY2wSkW8N-cghnLpA>

# Solution to the stack/queue tracing exercise

# Setting up the environment

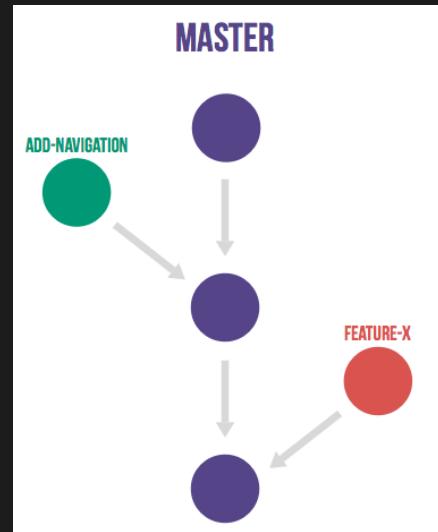


# Git

Fast, scalable, distributed.

Very convenient if you know how to use it, but when you need more advanced recovery features, can get confusing.

# Feature Branches



A note about branches – Will not be taught in the course but you must learn how to use them when working in a team. Check documentation [here](#).

Story from Tzina about WebGL performance optimizations.

# First steps

- 1) Create a project at <https://version.aalto.fi>
- 2) Clone it from terminal using "git clone" and "cd" .
- 3) Get a .gitignore for Node JS
  - a) wget "<https://raw.githubusercontent.com/github/gitignore/master/Node.gitignore>"
  - b) mv Node.gitignore .gitignore
- 4) Push the change
  - a) git add -A
  - b) git commit -a
  - c) git push
    - \* If you don't want to be asked for your username all the time, change in .git/config to something like:  
<https://peleda1%40aalto.fi@version.aalto.fi/gitlab/peleda1/webdev.git>  
You can also save the password but that is insecure!
    - \*\* For code reference you can clone my project at  
<https://version.aalto.fi/gitlab/peleda1/webdev>

# Node & NPM

# Init the project

1) npm init (Accept defaults)

A package.json is born

# JSON?

Let's review the package.json

**BABEL**

# npm install

1) npm install --save-dev @babel/core

*save-dev will make sure these packages are used only for development.*

2) npm install --save-dev @babel/preset-env

*This preset of plugins allow us to choose which browsers we want to support.*

3) More later...

# Webpack

# npm install

- 1) npm install --save-dev webpack
- 2) npm install --save-dev webpack-cli
- 3) npm install --save-dev webpack-dev-server
- 4) npm install --save-dev babel-loader

*Webpack loader for Babel!*

# Basic webpack.config.js

Download [here](#)

# Npm start script

HTML is not handled by webpack so it does not auto refresh.

[Here's how to do it with html.](#)

# ES6 Modules

```
import {bakeCookie, COOKIE_STATES} from './oven'
```

```
bakeCookie({state: COOKIE_STATES.RAW});
```

```
import * as Oven from './oven'
```

```
let cookie = {  
    state: Oven.COOKIE_STATES.RAW  
}  
Oven.bakeCookie(cookie);
```

```
import bakeCookie from './oven'
```

```
bakeCookie({state: "????"});
```

*oven.js*

```
export const COOKIE_STATES = {  
    BAKED: "BAKED",  
    RAW: "RAW"  
}
```

```
export let totalCookiesBaked = 0;
```

```
export default function  
bakeCookie(cookie) {  
    cookie.state =  
    COOKIE_STATES.BAKED;  
    totalCookiesBaked += 1;  
}
```

# The Shape Maker

[Link](#)

# HOT Module Replacement



# Exercise – Add and demonstrate CSS HMR to your project

<https://webpack.js.org/guides/hot-module-replacement/#hmr-with-style-sheets>