



**FREE eBook**

# LEARNING systemjs

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**#systemjs**

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# About

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# Chapter 1: Getting started with systemjs

## Remarks

This section provides an overview of what systemjs is, and why a developer might want to use it.

It should also mention any large subjects within systemjs, and link out to the related topics. Since the Documentation for systemjs is new, you may need to create initial versions of those related topics.

## Examples

### Installation or Setup

Detailed instructions on getting systemjs set up or installed.

### Using SystemJS to load moment.js

SystemJS allows to write and use modular javascript code that relies on ECMAScript 6 [import](#) and [export](#) statements. One good example is moment.js library, which started publishing ECMAScript 6 source code on npm since 2.10.0 release of moment.js.

### Installing prerequisites

```
npm install moment
npm install systemjs
npm install traceur
```

Note: SystemJS requires a transpiler to compile ECMAScript 6 javascript into a code that could be run in current versions of browsers and node.js, none of which currently supports ECMAScript 6 modules. Current version of SystemJS uses and requires traceur by default so we need to install it, but SystemJS can be configured to use either traceur, babel or typescript (with the help of some plugins).

### Adding example code

create file `test.js`:

```
import moment from 'moment';

export function test() {
  const m1 = moment().format('LLL');
  const m2 = moment().fromNow();
  return `The moment is ${m1}, which was ${m2}`;
}
```

This is very simple javascript module, which also shows that you can use other new ECMAScript 6

features besides `import` and `export`.

## Running it in node.js

create file `main.js`

```
var SystemJS = require('systemjs');

SystemJS.config({
  map: {
    'traceur': 'node_modules/traceur/bin/traceur.js',
    'moment': 'node_modules/moment/src'
  },
  packages: {
    'moment': {
      main: 'moment.js'
    }
  }
});

SystemJS.import('./test.js')
  .then(function(test) {
    var t = test.test();
    console.log(t);
  })
  .catch(function(e) {
    console.error(e)
  });
```

This file uses `SystemJS.import` to load our `test.js` file and execute `test()` function from it, instead of normal `require`. `SystemJS` has to be configured using `SystemJS.config()` so it could find source code for `traceur` and `moment` modules. The path for `moment` in `map` points to `moment/src` directory where ECMAScript 6 version of `moment.js` source code resides.

You can run this file using

```
node main.js
```

## Running it in the browser

create file `index.html`

```
<html>
<head>
  <title>SystemJS example with moment.js</title>
  <meta charset="UTF-8">

  <script src="node_modules/systemjs/dist/system.src.js"></script>

  <script>
    SystemJS.config({
      map: {
        'traceur': 'node_modules/traceur/bin/traceur.js',
        'moment': 'node_modules/moment/src'
      },
      packages: {
```

```
        'moment': {
            main: 'moment.js'
        }
    });

    SystemJS.import('./test.js')
        .then(function(test) {
            var t = test.test();
            document.body.appendChild(
                document.createTextNode(t)
            );
        })
        .catch(function(e) {
            console.error(e)
        });

</script>
</head>
<body>
</body>
</html>
```

The only differences from `node.js` code is that we are loading SystemJS using `<script>` tag instead of `require` and we are adding text to the HTML document using `appendChild` instead of showing it in the console.

Read [Getting started with systemjs online](https://riptutorial.com/systemjs/topic/7605/getting-started-with-systemjs): <https://riptutorial.com/systemjs/topic/7605/getting-started-with-systemjs>

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# Credits

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1	Getting started with systemjs	<a href="#">artem</a> , <a href="#">Community</a>