

Cheat Sheet – Local Development Environment

What's Required?

To develop ES6 applications locally, you need a transpiler (ES6 -> ES5), a module loader (to load the different modules/ files) and a little server to host your app (and to serve those module files).

Compiler Examples

Babel: <https://babeljs.io/>

Traceur: <https://github.com/google/traceur-compiler>

Module Loader / Packaging Examples

SystemJS: <https://github.com/systemjs/systemjs>

Webpack: <https://github.com/webpack/webpack>

Servers

Live-server: <https://www.npmjs.com/package/live-server>

Lite-server: <https://github.com/johnpapa/lite-server>

Webpack-dev-server: <https://webpack.github.io/docs/webpack-dev-server.html>

A quick Way to get Started – JSPM

You could also use the JavaScript Package Manager (JSPM) to quickly set up your own development environment with Compiler (Babel) and Module Loader (SystemJS). You would need to install an extra server though (google for jspm server for example).

Link: <http://jspm.io/>

Complete Setups / Boilerplates

The one from the video: <https://github.com/topheman/vanilla-es6-jspm>

Alternative: <https://github.com/thoughttram/es6-babel-browserify-boilerplate>

To find more, simply google for “ES6 Boilerplate” or comparable search terms!