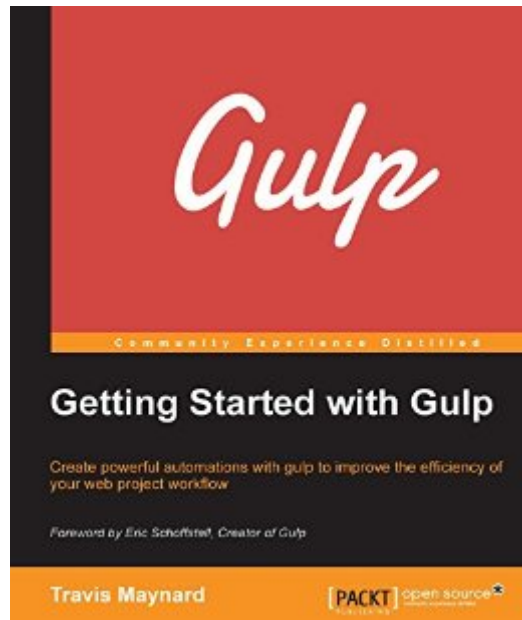# Getting Started With Gulp

Synopsis

Create powerful automations with gulp to improve the efficiency of your web project workflowAbout This BookLearn the basics of node.js, npm, and gulp and how they work togetherHarness the power of gulp to solve a number of reccurring problems that you are likely to face while building complex web applicationsA step-by-step guide to help you simplify and manage complex tasks such as image compression, minification, and so onWho This Book Is ForIf you are a developer who is new to build systems and task runners but have prior experience with web development, then this book is the right choice for you. You need to have some basic knowledge of HTML, CSS, and JavaScript.What You Will LearnCreate files and directories and run applications using the command lineGet to know the basics of node.js and npm and how they relate to gulpWrite basic tasks that will concatenate, minify, compress, and preprocess your filesUnderstand the internal working and structure of gulpfiles and gulp tasksInstall gulp plugins and add them as project dependenciesGain a solid understanding of gulp to write your own custom tasks from scratchDiscover ways to add additional functionality to improve your tasksIn DetailGulp is a fast and powerful JavaScript task runner that is built upon the node.js platform. It allows you to create tasks that can automate common workflow processes. Gulp.js is comparatively new and has been developed keeping in mind the issues that developers have encountered with Grunt.Getting Started with Gulp introduces you to the world of building and testing JavaScript applications using gulp. This book is a hands-on guide to get you up to speed with gulp. It will instill you with the ability to automate several common development tasks to vastly improve your development workflow. It will get you started with gulp quickly and efficiently, providing you with core concepts of gulp, node.js, and npm.By the end of this book, you will be able to create your very own gulp environments from scratch, create and maintain tasks and project builds, and automate your workflow with plugins and custom tasks.

Book Information

File Size: 10192 KB

Print Length: 120 pages

Publisher: Packt Publishing (January 27, 2015)

Publication Date: January 27, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B00SVBFBJ0

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Enabled

Best Sellers Rank: #570,505 Paid in Kindle Store (See Top 100 Paid in Kindle Store)   #109 in Books > Computers & Technology > Web Development & Design > Content Management #194 in Books > Computers & Technology > Web Development & Design > Web Services   #672 in Books > Computers & Technology > Programming > Web Programming > JavaScript

Customer Reviews

Very clear and useful introduction to Gulp. Gulp is a task runner used to assist in coding by automating development-related tasks like the compiling of javascript or css-files into a single file for production. The book is a step-by-step introduction to coding the key tasks related to web development. It does not intend to be an in-depth presentation of advanced topics and it isn't. The book covers the coding of a gulp task file that has all the key tasks you usually need. So you end up with a good gulp tasks file for your basic needs that you can further develop if need be. In my view, this book is largely sufficient for the needs of most developers and advice on more advanced features and modules can be found on the internet. You could certainly also find all of the advice that is in the book on the internet, but having the key concepts presented in a book that is well structured is in my opinion well worth the low price that the book comes at.

It's a great start point for those who are new to Gulp, well organized, with very practical examples. It tells you how to `use` Gulp, but not `develop` with Gulp, didn't dive deep though, if you're going to build some plugins with Gulp, this is not the book for you.

Written in plain language, the book is elementary to understand Gulp. It's pithy and quick-read chapters helped me to finish it in a couple of days.The book provides some basic details on Node.js. Minifying styles, scripts and images and a task for watch are very well explained. A note on troubleshooting was very helpful indeed.Though being the only book on Gulp, at the time of my reading, this book doesn't go into many other concepts that are required for automation tools like Gulp. In future, I would expect for the book to have chapters on running unit tests using Jasmine and QUnit. Code-coverage is becoming a mandatory metric in many organizations as well.The book can claim to be an exhaustive work on Gulp if it finally includes steps on how to write custom Gulp

plugins.

It's a brief intro which goes into too many basics if you already know how to use the command line and/or grunt. The code is also already out of date even for the most basic functions. I had to look up the docs to see the changes (for example, there's no more "parallel" method, you just pass multiple items in an array).There are some good tips and tricks though and you will get a good basic understanding of how it works and how to use it in a practical fashion. Worth a read if you can get it at a decent price.

This book was well written and an easy read. It covered everything I needed to get my gulp build started and finished by the time I finished the book.

Getting Started with Gulp Getting Started Making Metal Jewelry (Getting Started series) Getting Started with Geese (Getting Started with... Book 4) Med School Rx: Getting In, Getting Through, and Getting On with Doctoring Getting Started with Arduino: The Open Source Electronics Prototyping Platform (Make) Getting Started with Processing: A Hands-On Introduction to Making Interactive Graphics Getting Started with WebRTC Getting Started with MakerBot Getting Started With UAV Imaging Systems: A Radiometric Guide (Press Monograph) Getting Started in 3D with Maya: Create a Project from Start to Finish-Model, Texture, Rig, Animate, and Render in Maya Programming Arduino: Getting Started with Sketches, Second Edition (Tab) Programming Arduino Getting Started with Sketches Getting Started with Bluetooth Low Energy: Tools and Techniques for Low-Power Networking Programming the Raspberry Pi: Getting Started with Python Getting Started with Raspberry Pi (Make: Projects) GO! with Microsoft Outlook 2013 Getting Started (GO! for Office 2013) Getting Started with Intel Edison: Sensors, Actuators, Bluetooth, and Wi-Fi on the Tiny Atom-Powered Linux Module (Make : Technology on Your Time) Getting Started with BeagleBone: Linux-Powered Electronic Projects With Python and JavaScript Getting Started with Intel Galileo Programming FPGAs: Getting Started with Verilog