

Eat Your Greens

A beginners guide to Broccoli.js

Asset pipeline for ambitious application

Broccoli.js explained

Broccoli.js is a file-system abstraction for transformations of input files into output files.

Internally, Broccoli.js represents transformations as nodes and plugins, and uses these to construct a build tree or graph.

Broccoli handles connecting these nodes and plugins together and handles passing files between each state.

•Nodes

Snapshot of the filesystem, with inputs and and output

• Plugins

Process nodes, emit files to an output directory



A collection of nodes & plugins

•Nodes

Snapshot of the filesystem, come in 2 flavors.

Source Nodes

Transform Nodes

- Map to a "source" directory
- Can be watched/unwatched
- Can trigger a rebuild

- Take node(s) as input
- Cacheable
- Persistable

• Plugins

Process nodes, emit files to an output directory

- Building blocks of broccoli, perform the actual work
- Plugins are the API that user-land code typically uses.
- Accept either source or transform nodes.
- Typically wrap a node package to do some form of transformation.

• Trees

A collection of nodes & plugins

- Trees represent a full transformation pipeline from "source" input nodes, through plugins, into output nodes
- Trees are created and manipulated by you, in your Brocfile.js, and composed and split as you desire
- You can think of a "tree" like a directory structure

Example pipeline









