

# Faster FE-stack in 2025

@Kode24-dagen 4.0

*27th March*



Bobby Westberg






# Faster FE-stack in 2025

Faster **stack** - we're **improving the DX** and **time-to-production!**

- Replacements for your standard tooling
  - 🔍 Focus on modern tools (**Rust** or **Go**)
  - 🕸️ What goes out? 🔥 What comes in?
  - ❤️ Pros & 💔 cons
  - 🔄 Experiences
- 📄 Download-link at the end (✂️ Includes cut-outs!)



# Why replace?

-  **JavaScript** historically built our stack
  - with inherited limitations
-  **Rust/Go** "revolution"
  - (Rust, Go, Zig, C, C++)
  - not new, but **increased popularity** for webdev-tools
-  **JavaScript** and **CSS** evolution
  - browsers improve

Let's rethink our habits!



## But ... why Rust/Go!?

This is **not** a talk **about** Rust/Go ... but:

- **Compiles to native code**
- CPU-usage, threading, **memory**-control
- Communicates very good with JS
- And a lot more!
- = **Unbeatable speed**
- 🚬 PS: Not a silver bullet



Hi!

# Bobby Westberg

- Gjensidige: 5 years (*and counting*)
  - Discipline Leader for front-end

## How it began

- '94 `<FONT SIZE=2 COLOR=RED>`
- '97 ffuniverse.nu 🐣
- *Eventually: education and a job*
- Misc jobs, 11 as webdev
  - **Enonic** (open source): 7 years
  - Still their Swedish translator 🇸🇪





# Gjensidige

- One of the **10 largest** on Oslo stock exchange
- *Cloud-platform: **GAP** ([gap.gjensidige.io](http://gap.gjensidige.io)) on **Azure***
- *Code, CI/CD: **GitHub***
- *Communication: **Slack** (us "Techies")*
- *Front-end: **React***
- *Back-end: Java/Kotlin, ASP.NET, even COBOL*





**150**  
front-enders

**600**  
in tech

**4800+**  
employees



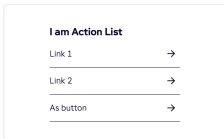
# Builders Core

- Gjensidige's design system
  - **Webapps + internal + mobile**
-  **React**-components
-  Documentation with **Storybook**
-  Internal only (*but open docs*)
-  Designs in **Figma**

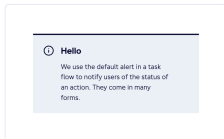


# Components

All Actions Containers Forms Inform Navigate Text



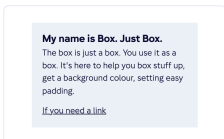
ActionList



Alert



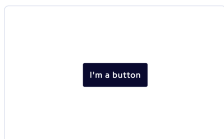
Badge



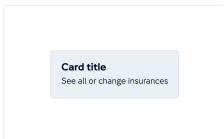
Box



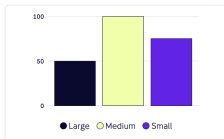
Breadcrumbs



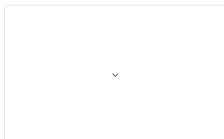
Button



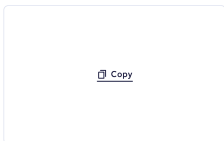
Card



Chart



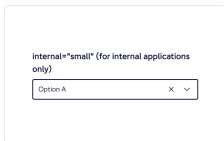
Chevron



Clipboard



Combobox: Default



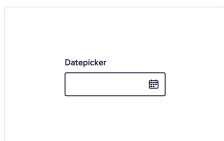
Combobox: Internal Small



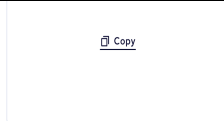
Combobox: Internal Table Inline



CTA Banner



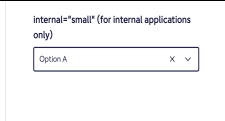
Datepicker: Default



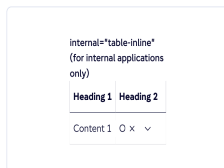
Clipboard



Combobox: Default



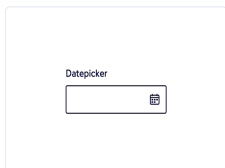
Combobox: Internal Small



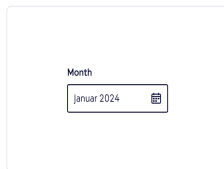
Combobox: Internal Table Inline



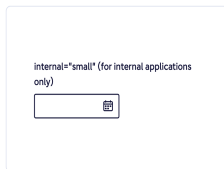
CTA Banner



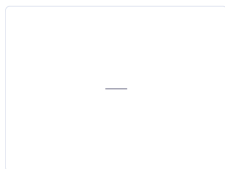
Datepicker: Default



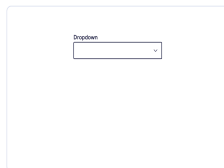
Datepicker: Type Month



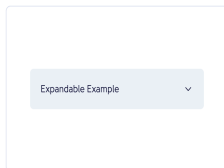
Datepicker: Internal Small



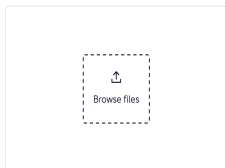
Divider



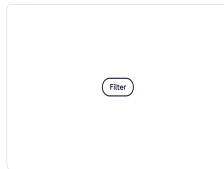
Dropdown (deprecated)



Expandable



FileUploader



Filter (deprecated)



Flex



FormField



# Stats about Builders Core

- **78 000** lines of code
  - *(but, this includes a lot of `.mdx``)*
- Monorepo with **7 packages**
  - *(components, icons, fonts, tokens, ++)*
- Maintained by **Squad Design system** (my team ❤️)
  - Cross-disciplinary, **8 members**


**42**  
components

**400**  
webapps

**2200+**  
web pages



# Gains for Builders Core

 Tried all the talks' modernisations, **Builders Core** have:

- Fewer dependencies
- Faster installs
- Faster builds
- Faster testing
- Faster linting
- Smaller package sizes
- Easier-to-understand code
- Speed-ups in CI/CD

**15min**  
2023

**10 000**  
minutes

**8-9min**  
2024

**4-5min**  
2025



## Before we start

- Broad list of **varied suggestions**
  - New for someone, old for others - hopefully *something* for **you**
- Meta-frameworks (**Astro**, **Next.js**, **Remix**) not included
- **Builders Core**'s new speed is not *only* because of modern tools
  - **Vite**: replaced Rollup and Babel (*and almost 20 plugins*)
  - **Vitest** (and jsdom): replaced Jest and Cypress

Era of Rust & Go

Before we replace ...

 TypeScript

Two weeks ago, Microsoft announced TypeScript Go-rewrite.

This will make it **10+ times faster!**

Maybe a beta for **summer 2025.**





 **husky, lint-staged**

Interested in replacing two tools with one?



# Husky, lint-staged

- Tooling for *git hooks*:
  - *Do extra stuff when you do something with git*
  - Example: on ``git push``, run all tests
  - Example: on ``git commit``, run prettier
- Husky is popular
  - But so is simple-git-hooks, and pre-commit
- To **only** lint staged files, Husky requires lint-staged
  - Prettier has pretty-quick
- Requires quite a lot for setup (*special folders and files, install script*)







# Lefthook



- By EvilMartians
- ❤️ A lot faster!
- ❤️ Can run commands in **parallel**
- ❤️ Very good docs (and guides)
- ❤️ More intuitive setup & config ( `lefthook.yml` )
- 🤖 Rather new in the git hooks-space
- 👤 Git hooks are still scary



# Gjensidige

- Migrating was worth it, but a bit tricky
  - Mainly because of commit message-linting
  - Now only use `lefthook.yml`
  - Got to move some "git hooks"-code from `package.json`

The background is black with several light blue spider webs scattered across it. A small, dark grey spider is positioned on the left side, near the center.

 **eslint, prettier**

Go-to tools in almost any project, with a slew of extensions



## ES-lint, Prettier

- `eslint`` helps us keep **code quality** high
- `prettier`` helps us **format the code** the same way
- Usually needs **extra plugins/extensions**
- Go-to tools for almost any stack





- **oxc** - collection of JS-tools (*all Rust*)
  - Now Void(0) - initiative by Evan You (inventor of Vue.JS, Vite, and more)
- ❤️ Up to **100 times** faster than eslint!
- ❤️ Philosophy: **sane defaults, less plugins**
- ❌ Doesn't fix lint-errors ... ❤️ scratch that as of last week
- ❌ **Doesn't replace prettier** (*but another tool by oxc under development*)
- ❌ No type-rules (like ``typescript-eslint``), or style-rules
- Docs warn: "*oxlint is not yet ready as a full eslint replacer*"
  - But depends on your project size and requirements







# Biome



- ❤️ **35 times faster** than Prettier
- ❤️ Biome replaces **both** eslint (*and typescript eslint*) and Prettier
- ❤️ Comes with **migration-scripts** (*for eslint & prettier*)
- ❌ Not a 100% drop-in replacement ...
  - yet (does 97% of Prettier)
- ❤️ Like oxlint: defaults, batteries included (*no extensions*)
- ❌ Release-frequency
  - Last minor **1.9**: 7 months ago - last patch **1.9.4**: 5 months
  - ❤️ 2.0 to come this year



# Gjensidige

- We started using **oxlint** in CICD for faster quality-check
- A couple teams are using **oxlint**, a handful **Biome**
- Rather simple to replace
  - Usually, only exception is **git hooks**
  - And that you might loose some feature

80 000  
lines code

12s  
eslint






27ms  
oxlint



**lerna**

Go-to tool for doing monorepos since forever

# Lerna

- All package managers now understand monorepos ( `workspaces`` )
- For `build``, `test``, `release``, we need monorepo tooling
-  Lerna does a lot of things ...
  - gives us Conventional Commits-versioning
  -  but is very very big.
-  Not fast
-  Lacks cache
- Been around long, acquired by **Nrwl** a few years ago
  -  Nrwl also develop **Nx** (Rust-based)
  - Claims to be the fastest tool - but also more paid service





# Turborepo



- By **Vercel** (*creators of Next.js*)
- ❤️ A lot faster than Lerna
- ❤️ Cache-mode called "turbo"
  - Only ``build` / `test` / `lint`` what is changed
  - 💔 Defaults to Vercel's cloud (usually paid)
  - ❤️ ... but you can configure this and use your own
- 💔 Cannot do versioning, git tag, publishing
  - Luckily, there's a tool for that:



# Changesets

- Changesets for tag, version, changelog, and releases
- 💔 Yet a package
- 💔 Not a Rust-tool
  - *but if you wanna replace Lerna you'll need something*
- 💔💚 Dialog-based releases using CLI
  - Feels odd, gets used to it
  - Auto-generated logs with **conventional commits** rewritten for Slack++
  - Changesets gave more control, flexibility



## Gjensidige

- Cache gets us even faster!
- First month rocky, not anymore
  - *(turbo hanged sometimes during build)*
  - *(not 100% sure caused by turbo...)*
- Prob our most troublesome update
  - Still worth it

**35s**  
lerna build


**21s**  
turbo build

**31s**  
lerna test

**15s**  
turbo test








 **sass (or less)**

We used Less, but not any more, and the replacement is NOT built with Rust or Go



## Sass/Less

-  Built when CSS couldn't do much
-  Not that fast
-  Packs some weight
- What are you really gaining?
  - Nesting? Variables? Mixins?



## Just do vanilla!

- ❤️ CSS evolves so fast
- ❤️ Modern browsers too
- ❤️ Variables works great
- Mixins mostly got in our way
- ❤️ Nesting is improving
  - Install PostCSS nesting
  - Hook into your Vite-config
- **Builders Core** went this direction

*Disappointed I didn't show a Rust-tool?*





# LightningCSS



- Can't be a Rust/Go-talk without mentioning LightningCSS
- Haven't tried this (yet)
  - *But some of our teams have*
- ❤️ Claims **over 100 times** faster than **CSSnano**
- ❤️ All the features:
  - Vendor-prefixing, write latest CSS today, minify, modules, ++



The elephant

The background is black with several light blue spider webs scattered across it. A dark grey spider is positioned on the left side, near the center. A white rectangular box with rounded corners is tilted diagonally across the center of the image.

 **Node + NPM**

Replacing small packages here and there, but what about the beast itself?!



## Node, NPM

- Been around for a loooooong time
- Architected in a completely different FE-world
- Supports a lot of legacy

## We now have much better contenders

- They're **a lot faster**
- Can often replace a slew of other tools/packages
  - Like `dotenv`, `jsx` and `typescript`





# Deno






- By Node-creator
  - 2018: said **node/npm arcitechtual mismatch with modern JS**
- **Deno 1**: 2020
- **Deno 2**: 2024
  - **Faster, smarter, better DX, more secure**
  - **"batteries included"** - like OpenTelemetry, Linting
  - Heard **migration is harder** than other competitors
- Have not tested it ... why?
  - Deno 1 was not an option
  - Deno 2 came when I was busy with ...





# Bun






Bun is a new **JavaScript runtime** built from scratch to serve **the modern JavaScript ecosystem**.

- Developed using **zig**
- `~v1~` 1.5 years ago
-  Replaces Node **and** NPM (and more)
-  Designed to start and run fast, "up to x4"
-  "Batteries included":
  - Package-manager, native TypeScript-support, JSX-support, ++





## Bun (continued)

-  Closest "drop-in-replacement for Node and NPM"
  - Even works side-by-side with node/npm
  - Uses `package.json` and `node_modules`
  - But custom `bun.lock` and `bunfig.toml`
-  Lacks some edge-case node-features
  -  Still 98% Node-compatible
-  Using Node APIs in your code? Must re-map:
  -  Identical APIs, change only the import:
  - Prepend with `node:`
  - `import * from "fs"` becomes `import * from "node:fs"`





# Gjensidige

- **Builders Core:** 3 months in bun-land
- Our **biggest webapps** (and **mobile app**): Bun
- Hesitant? Just try ``bun i``
  - keep npm for ``npm run build`` etc

25s  
npm i

5s  
bun i

25s  
npm run  
build

6s  
bun run  
build

Stack recap

# Builders Core - stack anno 2025

For now ...

- `~bun~` replaced node/npm
- `~oxlint~` replaced eslint (in cicd)
- `~turborepo~` replaced lerna
- `~lefthook~` replaced husky
- Vanilla replaced less



Future







# Rolldown



- By **Void(0)**
- Speed!
- Replacement for Rollup and esbuild in **Vite**
  - Also works *without* Vite
- "Vite is not perfect" - Evan You
  - Held back by **Rollup** and **esbuild**
  - Tools are used **sub-optimal**
- Maybe in Vite 7? 🙋
  - Or sooner? - Evan: "Beta by end of March"


ck





# The RS-stack



-  OMG cutez logoz
- RSbuild - the faster Vite-option
- RSpack - the faster webpack/rollup-option
- Says "there's nothing faster" ...



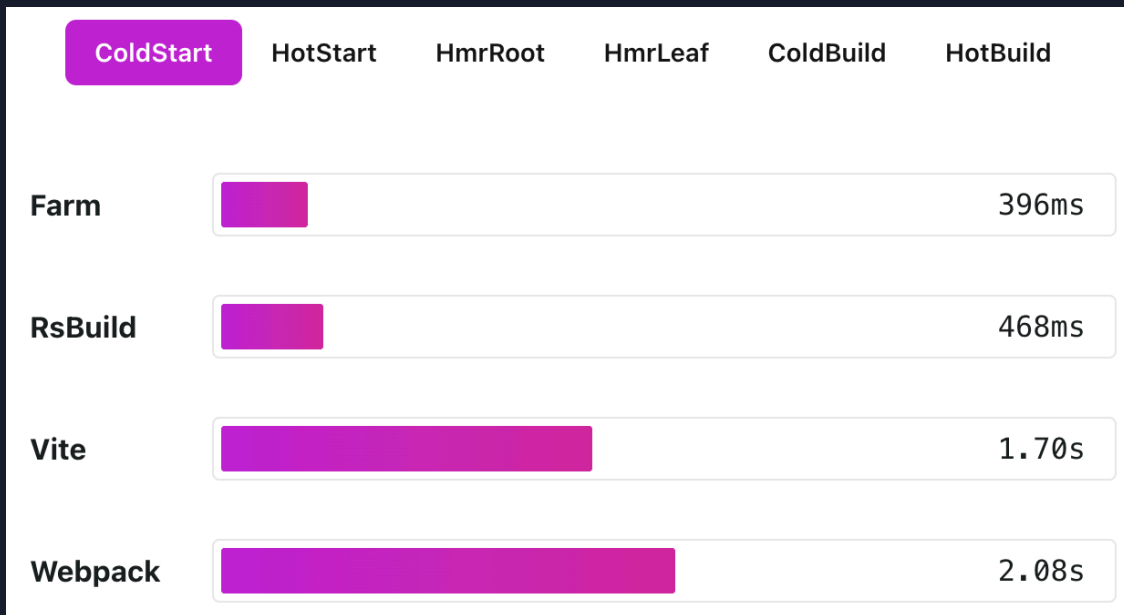




# Farm



- Rather new (1.0)
- A lot faster than **Vite**, even **RSbuild**!
- Against Vite's ``dev` ≠ `prod`` -philosophy (their "Why"-page)





# Gjensidige

- For now: **stay on Vite**
  - Hoping for a "free" boost with **Rolldown**
  - But **Farm** looks nice
- Also want to use more of **Bun**

# Bare in mind

- 🐢 Speed is not everything
- **Don't go bananas** 🍌
  - One thing at a time
- There's always a faster car 😄

*Do you have any other suggestions? Always eager to improve DX!*



Thanks for listening!

I'm  Bobby Westberg

 Download slides

at [www.gjensidige.builders](http://www.gjensidige.builders)

*(Contains a few bonus suggestions)*



**Gjensidige**