readme.md for @push.rocks/webglobal

a better non polluting global module for efficient in browser communication

Install

To install `@push.rocks/webglobal`, use the following npm command:

```
npm install @push.rocks/webglobal --save
```

This will add it to your project's dependencies.

Usage

To get started with `@push.rocks/webglobal`, first, ensure you are using TypeScript and your project is configured to support ES6 style module imports. This package is designed to provide a non-polluting global module for efficient in-browser communication, leveraging modern JavaScript practices for clean, scalable, and maintainable code.

Importing the Module

In your project, after installation, you can import `@push.rocks/webglobal` as follows:

```
import * as webglobal from '@push.rocks/webglobal';
```

Or, if you prefer destructuring to import specific parts of the module:

```
import { standardExport } from '@push.rocks/webglobal';
```

Basic Usage

Initially, `@push.rocks/webglobal` provides a straightforward interface to work with. However, the essence of this module shines when you integrate it into a larger application context, requiring efficient global management without polluting the global namespace.

Below is an example demonstrating a simple use case:

```
// Import the module
import { standardExport } from '@push.rocks/webglobal';


// Use the exported members
console.log(standardExport);  // Expected output: 'Hi there! :) This is an exported string'
```

This example showcases how to import an exported string from the module. However, the true purpose of `@push.rocks/webglobal` is to facilitate in-browser communication efficiently. Assume that `standardExport` is a placeholder for more complex functionalities that you might integrate, such as managing global states, sharing data across components without direct coupling, or implementing a pub/sub system for event-driven architectures.

Advanced Usage

Suppose your web application requires a modular approach to manage global events, such as user actions, system notifications, or external API responses. In that scenario, `@push.rocks/webglobal` can be extended to create a clean, maintainable event management system that doesn't interfere with the global scope or other libraries and frameworks you might be using.

Unfortunately, due to the nature of this template readme, a detailed implementation of such an advanced scenario would go beyond its intended scope. However, understanding the concept of ES6 imports, TypeScript's strong typing, and modular design principles will guide you towards implementing a solution that fits your specific needs without resorting to polluting the global namespace.

Integration with Web Applications

Integrating `@push.rocks/webglobal` into your web application involves planning out the parts of your app that require global access or communication channels. This could mean setting up a global state management system, designing an event bus for cross-component communication, or anything similar that benefits from a centralized, non-polluting approach.

Remember, the key advantage of using this module is its commitment to maintaining a clean global scope, preventing the common issues associated with global variables and functions in JavaScript applications, especially in a browser environment.

To conclude, while this readme provides a starting point for using `@push.rocks/webglobal`, the real-world applications of such a module are largely dependent on the specific requirements of your project and your architectural design choices. By adhering to modern JavaScript standards and TypeScript, `@push.rocks/webglobal` aims to offer a scalable, efficient solution for managing global concerns in your web applications.

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Company Information

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