1. Used at least five modern and open source technologies, regardless of architectural layer
   1. Grails (web application framework working atop Java)
      1. <https://grails.org/>
   2. AngularJS (mvc framework that allows two way binding of elements)
      1. <https://github.com/angular/angular.js>
   3. Angular-bootstrap (allows wrapper for using Twitter’s bootstrap styles)
      1. <https://github.com/angular-ui/bootstrap>
   4. Angular-cache-buster (for templating)
      1. <https://github.com/saintmac/angular-cache-buster>
   5. Angular-cookies (reading/writing browser cookies)
      1. <https://github.com/angular/bower-angular-cookies>
   6. Angular-datamaps (for mapping service)
      1. <https://github.com/dmachat/angular-datamaps>
   7. Angular-dynamic-locale
      1. <https://github.com/lgalfaso/angular-dynamic-locale>
   8. Angular-i18n (Localization of language)
      1. <https://github.com/angular/bower-angular-i18n>
   9. Angular-local-storage (for storing data locally)
      1. <https://github.com/grevory/angular-local-storage>
   10. Angular-mocks (testing)
       1. <https://github.com/grevory/angular-local-storage>
   11. Angular-resource (provides interaction with REST services)
       1. <https://github.com/angular/bower-angular-resource>
   12. Angular-sanitize (html tokenizer)
       1. <https://github.com/angular/bower-angular-sanitize>
   13. Angular-scenario (deprecated, but used for end to end testing)
       1. <https://github.com/angular/bower-angular-scenario>
   14. Angular-translate (another language translator – need to figure out which one if any we’re using)
       1. <https://github.com/angular-translate/angular-translate>
   15. Angular-translate-loader-partial (helper library for angular-translate)
       1. <https://github.com/angular-translate/bower-angular-translate-loader-partial>
   16. Angular-translate-storage-cookie (used to get the chosen language from browser cookies)
       1. <https://github.com/angular-translate/bower-angular-translate-storage-cookie>
   17. Angular-ui-router (Organizes views into states rather than urls)
       1. <https://github.com/angular-ui/ui-router>
   18. Bootflat (library for css development)
       1. <https://github.com/bootflat>
   19. Bootstrap (also a library for css development)
       1. <http://getbootstrap.com/>
   20. Bootstrap-multiselect (Jquery bootstrap plugin)
       1. <https://github.com/davidstutz/bootstrap-multiselect>
   21. Bootstrap-select (another select picker)
       1. <http://silviomoreto.github.io/bootstrap-select/>
   22. D3 (Binds data to the document for map clickability)
       1. <http://d3js.org/>
   23. Datamaps (library for map)
       1. <http://datamaps.github.io/>
   24. Fontawesome (javascript free fonts)
       1. <http://fortawesome.github.io/Font-Awesome/>
   25. Jquery (javascript library for event binding and DOM manipulation)
       1. <https://jquery.com/>
   26. Jquery-ui (User interface built on Jquery)
       1. <https://jqueryui.com/>
   27. Json3 (wrapper for processing data in JSON format)
       1. <https://bestiejs.github.io/json3/>
   28. Modernizer library (for detecting html5 and css3 features)
       1. <http://modernizr.com/>
   29. Ol3 (Interactive map library for processing geometries)
       1. <https://github.com/openlayers/ol3>
   30. Swagger-ui (generates documentation)
       1. <https://github.com/swagger-api/swagger-ui>
   31. Topojson (GeoJson extension for supporting topology)
       1. <https://github.com/mbostock/topojson>
   32. Dropwizard (health monitoring)
       1. https://github.com/dropwizard/metrics