**Server JSON File Dependenceis Expain**

A brief description of each package and the function it will serve

**bcryptjs**: used to hash passwords before we store them in our database

**body-parser**: used to parse incoming request bodies in a middleware

**concurrently**: allows us to run our backend and frontend concurrently and on different ports

**express**: sits on top of Node to make the routing, request handling, and responding easier to write

**is-empty**: global function that will come in handy when we use validator

**jsonwebtoken**: used for authorization

**mongoose**: used to interact with MongoDB

**passport**: used to authenticate requests, which it does through an extensible set of plugins known as strategies

**passport-jwt**: passport strategy for authenticating with a JSON Web Token (JWT); lets you authenticate endpoints using a JWT

**validator**: used to validate inputs (e.g. check for valid email format, confirming passwords match)

**Client JSON File Dependenceis Expain**

A brief description of each package and the function it will serve

* [axios](https://www.npmjs.com/package/axios): promise based HTTP client for making requests to our backend
* [classnames](https://www.npmjs.com/package/classnames): used for conditional classes in our JSX
* [jwt-decode](https://www.npmjs.com/package/jwt-decode): used to decode our jwt so we can get user data from it
* [react-redux](https://www.npmjs.com/package/react-redux): allows us to use Redux with React
* [react-router-dom](https://www.npmjs.com/package/react-router-dom): used for routing purposes
* [redux](https://www.npmjs.com/package/redux): used to manage state between components (can be used with React or any other view library)
* [redux-thunk](https://www.npmjs.com/package/redux-thunk): middleware for Redux that allows us to directly access the dispatch method to make asynchronous calls from our actions, In single term A [**thunk**](https://en.wikipedia.org/wiki/Thunk) is a function that wraps an expression to delay its evaluation.