Folders:

**e2e**

**node-modules**

**src**

**src** => app , assets,environments folders, other individual files

**index.html..** => to open application

**main.ts..** => it is opend by angular-cli.json

**polyfills.ts** => backward compatability for the browser

**style.css** => to write css settings

**test.ts** => to write testing configuration

**tsconfig.app.json** => important file, config about the application,

**src/app=>** app-module.ts =>

**Config files:**

**angular-cli.json** => it has project name, root folder,outDirfolder,assets folder , index.html , details of the application.

**.editorconfig =>**contains char encoding style,indent style, indent size, max line length etc.

**.gitignore**=>this file gives the configneed to be excluded from git repository

**karma.conf.js** => test runner uses jasmine framework for unit testing like test framework , plugins, environment details like angular-cli, reporters etc.

**package.json** => contains appname, scripts need to be executed, dependency modules required for appgrunt,router lib etc

**package-lock.json=>**It stores an exact, versioned dependency tree rather than using starred versioning like package.json itself (e.g. 1.0.\*). This means you can guarantee the dependencies for other developers or prod releases, etc. It also has a mechanism to lock the tree but generally will regenerate if package.json changes.

**protractor.conf.js** =>Protractor is an end-to-end test framework for Angular and AngularJS applications. Protractor runs tests against your application running in a real browser, interacting with it as a user world, it needs to files in e2e folder ,app.e2e-spec.ts ,app.po.ts

**tsconfig.json =>** type script ,config for typescript libraries

**tslint.json** => building our application , how to build