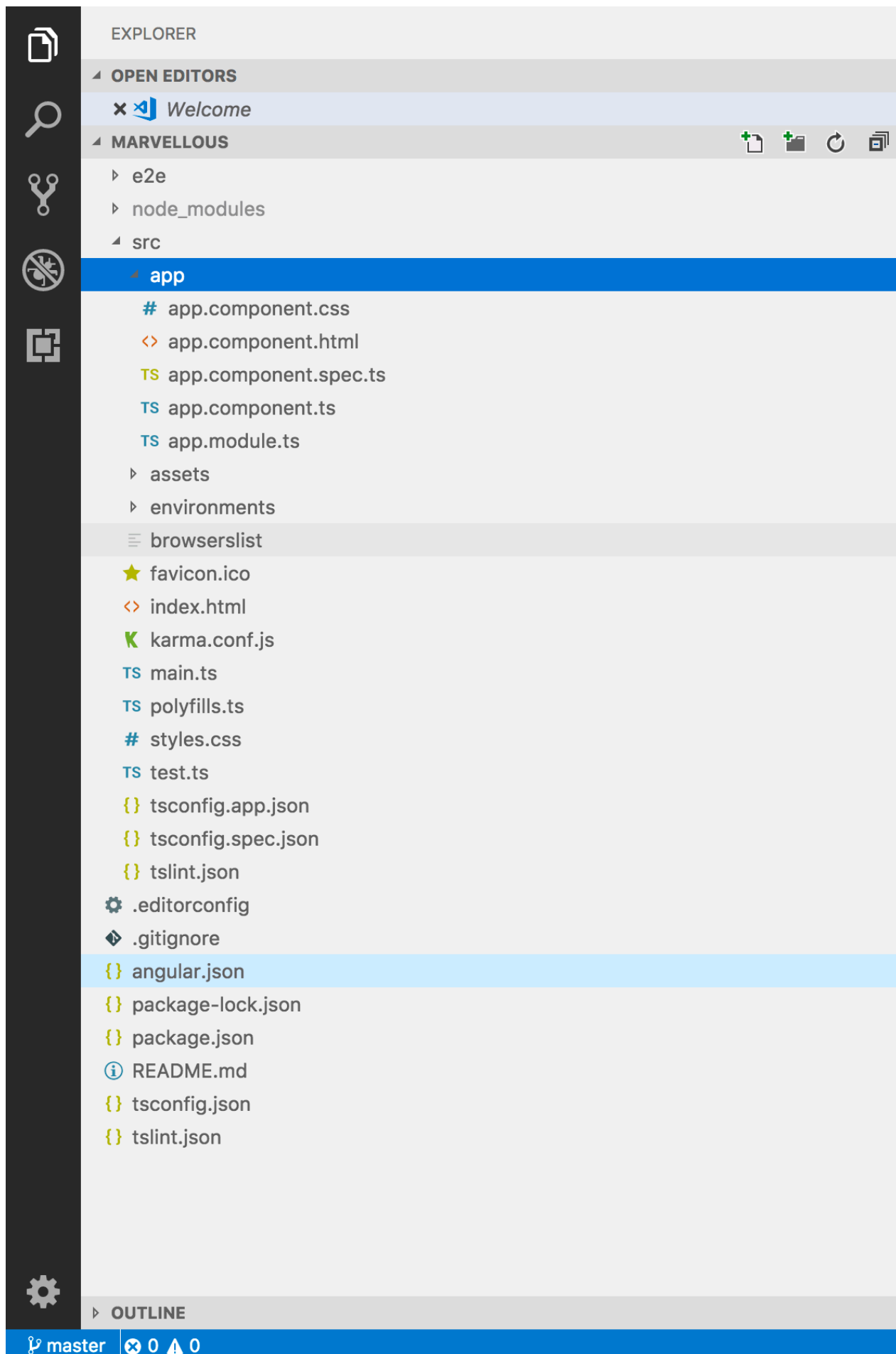# Angular Project structure

When we open our project in Visual Studio Code below files and folders gets displayed as

EXPLORER

◢ OPEN EDITORS

✕ *Welcome*

◢ MARVELLOUS

▷ e2e

▷ node_modules

◢ src

    ◢ **app**

        # app.component.css

        <> app.component.html

        TS app.component.spec.ts

        TS app.component.ts

        TS app.module.ts

    ▷ assets

    ▷ environments

    ≡ browserslist

    ★ favicon.ico

    <> index.html

    K karma.conf.js

    TS main.ts

    TS polyfills.ts

    # styles.css

    TS test.ts

    {} tsconfig.app.json

    {} tsconfig.spec.json

    {} tslint.json

⚙ .editorconfig

◆ .gitignore

{} angular.json

{} package-lock.json

{} package.json

ⓘ README.md

{} tsconfig.json

{} tslint.json

▷ OUTLINE

master ⊗ 0 ⚠ 0

e2e folder

e2e stands for "end to end", this is the place where we can write the end to end test. The end to end test is basically an automated test that simulates a real user.

So, we can write code to launch our browser. Navigate to the home page of our application, then click a few links etc. are the example of end to end testing.

node_module folder

In this folder, there are third party libraries on which the application may depend.
This folder is purely for development.

editorconfig file

This file is used when we are working in a team environment.
If we are working in a team environment then make sure that all developers of a team use the same setting in this file.

gitignore file

This file is used for exporting files and folders to/from your git repository.

Karma.conf.js

This file is used to store the setting of Karma i.e. test cases.

package.json file

This file is a standard file. Every node and Angular project contain this file.
Basically, this file contains all information like name of the project, versions information, dependencies and dev-dependencies settings.

src folder

This folder contains the actual source code for developers.

app folder

This folder is a part of src folder.
Which contains all the "modules" and "components" of our application.
Every application has at least one "module" and one "component".

assets folder

Where we can store static assets of our application for example images, icons etc.

environment folder

Where we can store configuration settings for different environments.
Basically, this folder contains two files,
environment.prod.ts file for the production environment.
Environment.ts file for the development environment.

favicon.ico file

It is an icon file which displays on the browser.

index.html file

This file contains our Angular application.
Here, we can not find any reference to CSS or other JS files. All other pages are dynamically inserted into the page.

main.ts file

It file is a TypeScript file.
It is the starting point of our application.
Here, we can bootstrap (the process of initializing or loading) our main module using bootstrapModule method like, platformBrowserDynamic().bootstrapModule(AppModule);

pollyfills.ts file

file basically imports scripts required for running Angular because angular framework uses the features of javascript which are not available in the current version of javascript supported by the most browser.
So, basically, it fills the gap to give the features of JavaScript that are needed by Angular and the feature supported by the current browser.

Polyfills files can be divided into two parts,
Browser Polyfills these are applied before loading zone.js and are sorted by the browser.
Application imports files imported after zone.js file, they should be loaded before your main file.

style.css file

It is a file where we can add global styles for our applications.

test.ts file

This file is used for setting the testing environment.

angular-cli.json file

It is standard configuration file of our application.