**Aurelia**

A next generation JavaScript client framework that leverages simple conventions to empower your creativity.

**Jquery**

jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript.

**Underscore**

Underscore is a JavaScript library that provides a whole mess of useful functional programming helpers without extending any built-in objects. It’s the answer to the question: “If I sit down in front of a blank HTML page, and want to start being productive immediately, what do I need?” … and the tie to go along with jQuery's tux and

**React**

React is a JavaScript library for creating user interfaces by Facebook and Instagram. Many people choose to think of React as the V in MVC.

We built React to solve one problem: building large applications with data that changes over time. To do this, React uses two main ideas.

**Angular**

AngularJS is a structural framework for dynamic web apps. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's components clearly and succinctly. Angular's data binding and dependency injection eliminate much of the code you would otherwise have to write. And it all happens within the browser, making it an ideal partner with any server technology. Angular is what HTML would have been, had it been designed for applications. HTML is a great declarative language for static documents. It does not contain much in the way of creating applications, and as a result building web applications is an exercise in what do I have to do to trick the browser into doing what I want?

**Reddit**

Reddit est un site web communautaire de partage de signets permettant aux utilisateurs de soumettre leurs liens et de voter pour les liens proposés par les autres utilisateurs. Wikipédia

**Ghost**

Ghost is a simple, powerful publishing platform that allows you to share your stories with the world.

**Nodebb**

A better forum platform for the modern web.

The next generation forum software that's free and easy to use.

**Passport**

Passport is authentication middleware for Node.js. Extremely flexible and modular, Passport can be unobtrusively dropped in to any Express-based web application. A comprehensive set of strategies support authentication using a [username and password](http://passportjs.org/docs/username-password), [Facebook](http://passportjs.org/docs/facebook), [Twitter](http://passportjs.org/docs/twitter), and [more](http://passportjs.org/docs/providers).

**Express**

Express is a minimal and flexible Node.js web application framework that provides a robust set of features for web and mobile applications.

**Acorn**

A small, fast, JavaScript-based JavaScript parser

**Babel**

Babel is a JavaScript compiler.

**Eslint**

ESLint is an open source JavaScript linting utility originally created by Nicholas C. Zakas in June 2013. Code linting is a type of static analysis that is frequently use to find problematic patterns or code that doesn't adhere to certain style guidelines. There are code linters for most programming languages, and compilers sometimes incorporate linting into the compilation process. JavaScript, being a dynamic and loosely-typed language, is especially prone to developer error. Without the benefit of a compilation process, JavaScript code is typically executed in order to find syntax or other errors. Linting tools like ESLint allow developers to discover problems with their JavaScript code without executing it.

**NodeCellar**

NodeCellar: Sample Application with Backbone.js, Twitter Bootstrap, Node.js, Express, and MongoDB

**Todoes6**

This is a simple Todo application written using ES6 (using Traceur) and AngularJS. A major goal of this example is to demonstrate that ES6 can be used in conjuction with current JavaScript libraries like AngularJS today.

**Aditii**

Website online store template

**http://w3layouts.com/aditii-flat-ecommerce-responsive-web-template/**

**Pixi**

Pixi.js is a devoted rendering engine. There are a host of other engines covering game, sound and physics etc. and they all work beautifully with Pixi. We know developers have their favourites for all these components in their projects and they use them for their strengths. Pixi’s strength is speed. All-out, pedal-to-the-metal speed. When it comes to 2D rendering, Pixi is the fastest there is. End of! It’s all about cross platform support today. It’s something you hear often, but with Pixi.js you have a framework that supports all devices in a manner previously unheard of. Full webGL support means the bleeding edge is taken care of, but seamless canvas fallback means that you really can author once, and then deploy everywhere – in browser. Rich, deep experiential content is now available everywhere. Phones & tablets without the need to install apps? Pixi’s got your back.

**Map (Software Carpentry)**

This repository holds the source for the [Software Carpentry](http://software-carpentry.org) web site. Lessons are not stored in this repository: please see [the lessons page](http://software-carpentry.org/lessons.html) for links to their repositories.

Software Carpentry is an open source/open access project, and we welcome contributions of all kinds. By contributing, you are agreeing that Software Carpentry may redistribute your work under [these](http://software-carpentry.org/license.html)

**PaintWeb**

PaintWeb is a Web application which allows users to draw inside the Web browser making use of new Web technologies. This folder holds the PaintWeb source code, documentation and the packaged PaintWeb build.

**SocketIO**

Socket.IO is a JavaScript library for realtime web applications. It enables realtime, bi-directional communication between web clients and server. It has two parts: a client-side library that runs in the browser, and a server-side library for node.js. Both components have a nearly identical API. Like node.js, it is event-driven. Socket.IO primarily uses the WebSocket protocol with polling as a fallback option,[2] while providing the same interface. Although it can be used as simply a wrapper for WebSocket, it provides many more features, including broadcasting to multiple sockets, storing data associated with each client, and asynchronous I/O.

**Mocha**

Mocha is a feature-rich JavaScript test framework running on [node.js](http://nodejs.org) and the browser, making asynchronous testing simple and fun. Mocha tests run serially, allowing for flexible and accurate reporting, while mapping uncaught exceptions to the correct test cases. Hosted on [GitHub](https://github.com/mochajs/mocha).

**Jasmine**

Jasmine is a behavior-driven development framework for testing JavaScript code. It does not depend on any other JavaScript frameworks. It does not require a DOM. And it has a clean, obvious syntax so that you can easily write tests. This guide is running against Jasmine version 2.3.0.

**PDF**

PDF.js is a Portable Document Format (PDF) viewer that is built with HTML5.PDF.js is community-driven and supported by Mozilla Labs. Our goal is to create a general-purpose, web standards-based platform for parsing and rendering PDFs.

**CHART.JS**

Simple HTML5 Charts using the canvas element

**Moment.js**

Moment.js Parse, validate, manipulate, and display dates in JavaScript.

**Video.js**

Video.js is a JavaScript and CSS library that makes it easier to work with and build on HTML5 video. This is also known as an **HTML5 Video Player**. Video.js provides a common controls [skin](https://github.com/videojs/video.js/blob/stable/docs/guides/skins.md) built in HTML/CSS, fixes cross-browser inconsistencies, adds additional features like fullscreen and subtitles, manages the fallback to Flash or other playback technologies when HTML5 video isn't supported, and also provides a consistent JavaScript API for interacting with the video.

**D3.js**

D3.js is a JavaScript library for manipulating documents based on data. **D3** helps you bring data to life using HTML, SVG, and CSS. D3’s emphasis on web standards gives you the full capabilities of modern browsers without tying yourself to a proprietary framework, combining powerful visualization components and a data-driven approach to DOM manipulation.

**Cobalt Calibur 3**

Cobalt Calibur 3 is a browser-based MMORPG (or, at least one day, it will be). The backend is written in Node.js and uses MongoDB for saving map data. The frontend uses the HTML5 Canvas tag to handle drawing of the map, and the map is sized when the page loads to fit the size of the users screen. It also uses some HTML5 audio for sound effects.

**TicTacNode**

A multiplayer tic-tac-toe game written in node.js

**NodeGameShooter**

Asteroids meets tons of color, meets multiplayer, meets HTML5 and falls in love with Node. <http://bonsaiden.github.com/NodeGame-Shooter/>

**Backbone**

Backbone.js gives structure to web applications by providing **models** with key-value binding and custom events, **collections** with a rich API of enumerable functions, **views** with declarative event handling, and connects it all to your existing API over a RESTful JSON interface.

**Mustache**

Mustache can be used for HTML, config files, source code - anything. It works by expanding tags in a template using values provided in a hash or object. We call it "logic-less" because there are no if statements, else clauses, or for loops. Instead there are only tags. Some tags are replaced with a value, some nothing, and others a series of values. This document explains the different types of Mustache tags.

**Handlebars**

Handlebars provides the power necessary to let you build **semantic templates** effectively with no frustration. Handlebars is largely compatible with Mustache templates. In most cases it is possible to swap out Mustache with Handlebars and continue using your current templates. Complete details can be found [here](https://github.com/wycats/handlebars.js#differences-between-handlebarsjs-and-mustache).