# Technology stack overview

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# Introduction

1. [Node.js](http://nodejs.org/) is a cross-platform runtime environment for server-side and networking applications. Node.js applications are written in JavaScript, and can be run within the Node.js runtime on OS X, Microsoft Windows and Linux with no changes.
2. [AngularJS](http://angularjs.org/): is an open-source JavaScript framework. Its goal is to augment browser-based applications with Model–View–Whatever(MV\*) capability and reduce the amount of JavaScript needed to make web applications functional. These types of apps are also frequently known as Single-Page Applications.
3. [Twitter Bootstrap](http://getbootstrap.com/2.3.2/): is a sleek, intuitive, and powerful front-end framework for faster and easier web development.

# Tools

1. [NPM](http://tiger.in.alcatel-lucent.com:8090/display/AEC/NPM) - Node Package Manager, used to download and install Node modules per project or globally.
2. [Yeoman Workflow](http://tiger.in.alcatel-lucent.com:8090/display/AEC/Yeoman+-+The+workflow+Tool): The Yeoman workflow is comprised of three types of tools for improving your productivity and satisfaction when building a web app:
   1. [Yo](http://yeoman.io/) - scaffolds out a new application, writing your Grunt configuration and pulling in relevant Grunt tasks and Bower dependencies that you might need for your build.
   2. [Bower](http://bower.io/) - the package management tool for the font-end made by Twitter. Installs and manages versions for font-end libraries like AngularJS, JQuery and Bootstrap.
   3. [Grunt](http://gruntjs.com/) - a JavaScript task runner. Extensible via a large community of Grunt plugins.

# Precompiled Assets

1. [Stylus](http://learnboost.github.io/stylus/) - compiles to CSS

# Courses

1. [Code School Shaping Up with Angular.js](https://www.codeschool.com/courses/shaping-up-with-angular-js)
2. [Codecademy AngularJs](http://www.codecademy.com/courses/javascript-advanced-en-2hJ3J/0/1)
3. [Thinkster.io - A better way to learn AngularJS](https://thinkster.io/)
4. <https://egghead.io/>

# Debugging

1. [Devtool](https://developer.chrome.com/devtools): The Chrome Developer Tools (DevTools for short), are a set web authoring and debugging tools built into Google Chrome. The DevTools provide web developers deep access into the internals of the browser and their web application. Use the DevTools to efficiently track down layout issues, set JavaScript breakpoints, and get insights for code optimization.
2. [Batarang Debugging Tool](https://chrome.google.com/webstore/detail/angularjs-batarang/ighdmehidhipcmcojjgiloacoafjmpfk): Extends the Developer Tools, adding tools for debugging and profiling AngularJS applications.

# Help

1. StackOverflow (<http://stackoverflow.com/questions/tagged/angularjs>)

# Code Organization

1. Code Organization in Large AngularJS and JavaScript Applications: <http://cliffmeyers.com/blog/2013/4/21/code-organization-angularjs-javascript>

# RESTful Stuff

# Mobile

# Popular Third-Party Modules

1. Bootstrap: <http://angular-ui.github.io/bootstrap1.AngularJS>
2. ngmodules: <http://ngmodules.org/>

# Text editor bundles/IDE Stuff

1. WebStorm — The smartest JavaScript IDE: <http://www.jetbrains.com/webstorm/>

# Resources

1. Angularjs wiki:<https://github.com/angular/angular.js/wiki>
2. 10 Reasons Web Developers Should Learn AngularJS: <http://wintellect.com/blogs/jlikness/10-reasons-web-developers-should-learn-angularjs>
3. JQuery: <http://jquery.com/>
4. JQuery UI: <http://jqueryui.com/>