PROJECT ENVIRONMENT

IMT - eLearning

TEAM MEMBER

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The development environment requires the following installation.

Windows 10 recommended OS.

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| **No** | **Language** |
| 1 | HTML |
| 2 | CSS |
| 3 | Typescript (Javascript) |
| 4 | SQL |

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| **No** | **Framework** |
| 1 | Angular 4 (Front – end) |
| 2 | Bootstrap (Front – end) |
| 3 | Sails JS (Back – end) |

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| **No** | **Database** |
| 1 | PostgreSQL |

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| **No** | **OPEN SOURCE** |
| 1 | Socket.io 2.0 |
| 2 | Jitsi |

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| **No** | **IDE** |
| 1 | WebStorm (recommended) |
| 2 | Visual Studio Code |

1. We apply **VSTS** to follow Agile Scum and manage tasks . 1 meeting per week.
2. We use **Git** is the most commonly used version control system which is attached in **VSTS** is also a tool.
3. We communicate through **Ryver** as the main chat tool.
4. We use **Facebook Messenger** and **Email** to communicate with Supervisors.