Rationale_Client_Technologies_Used

The following include rationales for the technologies used for the client side development for Payday's client server architecture.

AngularJS – Client Side Logic

- AngularJS is a client side MVC JavaScript framework. The rationale for using AngularJS for Payday is that it has an MVC architecture for client side frontend, there is familiarity with the technology by our developers, it is highly flexible and has support for plenty of third party client side modules, it allows real time data binding, it is supported by Google, it is extremely fast and allows fluid interactions that mimic native interactions. It is also mobile friendly and allows our developers to build rich mobile experiences. Finally it is open source, and free.

JQuery – Client Side Library

- JQuery is a client side library that allows functionality from plenty of third party plugins. The rationale for using JQuery for Payday is that the library is necessary for the third party library Bootstrap 3.0. Also it has great documentation, there is familiarity of the technology by our developers, it will make Payday flexible enough to be able to include third party plugins in the future, it has a simple setup, it is open source, and it is free.

Bootstrap 3.0 – Client Side Library

- Bootstrap 3.0 is a client side library that expedites frontend design and UI interactions. The rationale for using Bootstrap 3.0 is that there is familiarity with the technology by our developers, it has a simple setup, it has great documentation, it is highly flexible, it is supported by Twitter, it allows our developers to build rich mobile experiences, it expedites frontend client side design and user interface interactions. It is also open source and free.

ChartsJS – Client Side Library

- ChartsJS is a JavaScript library to build graphical charts. The rationale for using ChartsJS for Payday is that it has the best documentation out of competing chart building libraries, it has a simple setup, it allows for Payday to quickly and efficiently include build charts, it is open source, and it is free.