Polymer project

# Getting started

## Init project

### Install yeoman generator-polymer

Ref: <https://github.com/yeoman/generator-polymer>

**npm install -g generator-polymer**

**mkdir -p my-project && cd $\_**

**yo polymer**

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| Generators Available generators:   * [polymer (aka polymer:app)](https://github.com/yeoman/generator-polymer#app) * [polymer:el](https://github.com/yeoman/generator-polymer#el) * [polymer:seed](https://github.com/yeoman/generator-polymer#seed) * [polymer:gh](https://github.com/yeoman/generator-polymer#gh)   **Note: Generators are to be run from the root of your app** App Sets up a new Polymer app, generating all the boilerplate you need to get started.  Example:  yo polymer El Generates a polymer element in app/elements and appends an import toapp/elements/elements.html.  Example:  yo polymer:el my-element  **Note: You must pass in an element name, and the name must contain a dash "-"** Seed Generates a reusable polymer element based on the [seed-element workflow](http://www.polymer-project.org/docs/start/reusableelements.html). **This should only be used if you're creating a standalone element repo that you intend to share with others via bower.** If you're just building a Polymer app, stick to the [El](https://github.com/yeoman/generator-polymer#el) generator.  To create a seed-element you'll first need to create a parent directory, then a sub directory to hold your seed-element. All bower dependencies will be installed into the parent directory. Please follow the [seed-element guide](http://www.polymer-project.org/docs/start/reusableelements.html) for more instructions.  Example:  mkdir -p components/x-foo **&&** cd $\_  yo polymer:seed Gh Generates a Github pages branch for your [seed-element](https://github.com/yeoman/generator-polymer#seed).  Example:  cd components/x-foo  yo polymer:gh |