[Lineman vs Yeoman](http://linemanjs.com/" \l "lineman-vs-yeoman)

We are commonly asked, "How does Lineman differ from Yeoman?". Firstly, Lineman is a tool designed primarily to ease the creation of modern-client web applications. It is client-side framework agnostic, but opinionated about the workflow and tools developers use to *build* any modern-client apps. However, given there is *some* overlap between the two tools we thought it best to lay things out with a feature grid:

| **Feature** | **Lineman** | **Yeoman** |
| --- | --- | --- |
| Generators | 1 builtin scaffold, clonable templates, no sub-generators | No builtin scaffolds, installable generators, many sub-generators |
| Command Line Interface | Wrapped utilities that are accessed via CLI ie: lineman grunt | Unwrapped utilities that are accessed via their CLI ie: grunt |
| HTML5 pushState Simulator | builtin and enabled viaconfig/application | - |
| API Stubbing Prototyping | builtin and enabled via config/server | - |
| API Proxy | builtin and enabled viaconfig/application | - |
| Test Runner | testem, configured for dev and ci mode with lineman spec and lineman spec-ci | - |
| Grunt Task Lifecycle | preconfigured phases: common, dev, dist, split into config/files andconfig/application | generator specific |
| Dependency Graph | intentionally shallow and lightweight | generator specific, often deep and heavy |
| Cute ASCII Text Greeter | - | snazzy wizard based CLI |
| Package Management | none builtin but supports various, including bower, via extensions | bower |
| SourceMap Generation | builtin, defaults to grunt-concat-sourcemap | - |
| Dev Server | lineman run, spins up express.js | generator specific |
| Directory Structure | common across project templates | generator specific |
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