Part 1

Introduction

In the chapters that follow, we will show you the essentials of Web Components. We will start with an overview of Web Components and Shadow DOM as well what has been changed since the classic HTML4 and the newest Web Components technique.

In the second section of Part 1 we will introduce you to Polymer framework, its architecture and we will give you important tips on how to find the correct documentation, how to understand the Polymer SDK and how to find the right resources.

In the last section we will have a detailed look at all the required tools that make you a pro Polymer developer. We will analyze various IDE (Integrated Development Environment) such as Sublime Text and WebStorm, we will understand tools like GIT, NPM and BOWER.