

Chapter 8. From zero to something

Let's start by creating our first Angular app and our first component, with a minimum of tooling.

8.1. NodeJS and NPM

Pretty much all the modern JavaScript tools are built for Node.js and NPM these days. You'll have to install Node.js and NPM on your system. The best way to do that depends on your operating system - you can find more information on the [official website](#). Make sure you have a recent enough version of Node.js (by executing `node --version`).

8.2. Angular CLI

You *could* setup everything by yourself, starting with a TypeScript project, then install every dependency needed, etc.

But in a real project, you'll probably have to set up several other things too, like:

- some tests to check if we're not breaking things
- maybe a linter to check your code
- maybe a CSS preprocessor
- a build tool, to orchestrate the various tasks (compile, test, package, etc.)

But it's a bit cumbersome to setup everything yourself, especially when there are sooooo many tools to learn first.

These past few years, a lot of small project generators have seen the light, pretty much all using the great [Yeoman](#). It used to be the case for AngularJS 1.x, and there were a few attempts for Angular from the community.

But this time, the Google team has been working on this issue, and they have come up with something: **Angular CLI**.



Angular CLI is a command line utility to easily quick start a project, already configured with Webpack as a build tool (the popular kid these years), tests, packaging, etc.

The idea is not new, and is in fact borrowed from another popular framework: EmberJS and its