Installation - <https://ionicframework.com/docs/v3/intro/installation/>

Ionic can be used wither by making an IONIC PROJECT using CLI or it can also be used as a CDN in a normal web project.

The IONIC CDN allows us to use all the ionic components in our html file.

Refer to “[Budget-Planner(without-angular)”](Budget-Planner(without-angular)) folder to see how fine CDN works and how responsive it is.

An instance for Ionic’s Cross Platform functionality can be seen in alert system.

Open the “[Budget-Planner(without-angular)”](Budget-Planner(without-angular)) project in responsive mode and tap on add expense without giving any input once in android simulation and once in Apple, and you will see, just a single command of IONIC takes care of both the implementations.

You can play around the code to understand the IONIC COMPONENTS or you can refer to the official well maintained doc [here](https://ionicframework.com/docs/components).

For making Ionic Project using CLI one can follow steps given in official docs as:

Making a basic app - ionic start helloWorld blank --**type=**ionic-angular

$ cd helloWorld

$ ionic serve

ionic start MyIonicProject tutorial --**type=**ionic-angular

* start will tell the CLI create a new app.
* MyIonicProject will be the directory name and the app name from your project.
* tutorial will be the starter template for your project.

Along with creating your project, this will also install [node modules](https://ionicframework.com/docs/v3/developer-resources/what-is/#npm) for the application, and prompt you if you want [Cordova](https://ionicframework.com/docs/v3/developer-resources/what-is/#cordova) set up.

Along with the tutorial template, Ionic also provides the following official templates:

* tabs : a simple 3 tab layout
* sidemenu: a layout with a swipable menu on the side
* blank: a bare starter with a single page
* super: starter project with over 14 ready to use page designs
* tutorial: a guided starter project