Chapter Nineteen

How to Learn Any new Libraries and Technologies



What is Library in Programming?

A Library is solution of some commonly arrises problem

(2) In **programming**, a **library** is a collection of precompiled routines that a program can use. The routines, sometimes called modules, are stored in object format. **Libraries** are particularly useful for storing frequently used routines because you do not need to explicitly link them to every program that uses them.



What is Library? Webopedia Definition

https://www.webopedia.com/TERM/L/library.html





JAVASCRIPT LIBRARIES

JQUERY

LOADSH

MOMENT

AXIOS

