Tools and Frameworks

- Ethereum, applications and frameworks used are OpenSource software under GPL or MIT licence;
- Solidity
 - High-level Programming Language similar cu JS used to develop Smart Contracts;
- Remix
 - Cloud IDE;
 - Compiles & debug solidity;
 - Uses JS VM or Metamask to deploy contracts;
- Truffle
 - Development environment;
 - Contract Management and Deployment (Migrations);
 - Integrated testing Framework;
- Ganache
 - It was called TestRPC;
 - It creates a virtual private Ethereum Blockchain, and it generates some fake accounts that we can use during development. It works well together with Truffle:

Tools and Frameworks (cont)

Web3.js

- Ethereum JavaScript API created by the Ethereum Core Team used to interact with a local or remote Ethereum Node using HTTP or IPC protocols;
- Web Applications (Front-Ends) use Web3.js to interact with the Ethereum Blockchain
- Used by professionals(developers);

Metamask

- **Browser Plugin** that allows you to run Ethereum dApps right in your browser without running a Full Ethereum Node.
- It is also a wallet and can be used to send and receive Ethers in a secured manner;
- Used by final users (consumers);

Mist dApps Browser

- Created my the Ethereum Team, it's a browser used to interact with dApps;
- It is also a wallet and can be used to send and receive Ethers;
- Mist can be used to deploy contracts or to interact with already deployed contracts;

Tools and Frameworks (cont)

Geth

Multipurpose command line tool that runs a Full Ethereum Node implemented in Go.
It offers three interfaces: the command line subcommands and options, a Json-rpc server and an interactive console;

React, Vue, Redux

- JS Front-End Frameworks used to create user interfaces;
- Have nothing to do with Truffle, Solidity or Ethereum;
- Use Web3.js to connect web applications to an Ethereum Node

Ethereum Node

- A machine (Laptop or Desktop) that runs an Ethereum Client like Geth or Mist;
- It downloads the entire Ethereum Blockchain locally.
- There are miner and non-miner nodes;