

## Front-end Technologies

Front-end	Front-end is a term that involves the building of webpages and user interfaces for web-applications. It implements the structure, design, behavior, and animation of everything you see on the screen when you open up websites, web applications, or mobile apps. The core 3 technologies that all modern front-end web developers work to master are <a href="#">HTML5</a> , <a href="#">CSS</a> , and <a href="#">JavaScript</a> .
AJAX	Ajax, short for Asynchronous Java and <a href="#">XML</a> , has allowed developers to create interactive web-pages with rich interfaces with the help of <a href="#">XML</a> , <a href="#">HTML</a> , <a href="#">CSS</a> , and <a href="#">JavaScript</a> . It helps create better, faster, and more interactive web-applications.
Angular	A client-side <a href="#">JavaScript</a> framework which is based on <a href="#">MVC</a> architecture. It simplifies web development by offering automatic view/model synchronization. Angular is lightweight, supports all major browsers, and built for creating testable JavaScript code.
Angular 2	A complete rework of the whole Angular framework from its basis. It's closer to the new frameworks, while it brings many changes to how things work. Angular 2 is considered more mobile oriented.
AngularFire	An officially supported library of <a href="#">Angular</a> models for <a href="#">Firebase</a> that allows to associate them with Firebase references. AngularFire simplifies the process of creating services that synchronise with your database. It can be used in conjunction with the Firebase client library.
Angular CLI	A command line interface for <a href="#">Angular</a> . The tool used to initialize, develop, scaffold and maintain Angular applications in a command line. Doesn't require time for installing and configuring all the dependencies.
Atom	A hackable text editor that is used to search for and install new packages, write code with an autocomplete, split an interface to compare code across files, etc.
Aurelia	A relatively new <a href="#">JavaScript</a> framework, a rival to <a href="#">Angular</a> , which favors convention over configuration and offers the adaptive data binding.
Babel	A tool for compiling <a href="#">ES6/ES7</a> code to <a href="#">ES5</a> code, which can be used today in any modern browser. It translates high level application code into lower level code or binaries.
BabylonJS	A complete <a href="#">JavaScript</a> framework for building 2D, 3D games with <a href="#">HTML5</a> , <a href="#">WebGL</a> and Web Audio. Open source 3D engine based on <a href="#">WebGL</a> and JavaScript.
Backbone.js	A lightweight <a href="#">JavaScript</a> library that allows to develop and structure client side applications that run in a web-browser. Backbone.js enforces that communication to the server should be done entirely through a <a href="#">RESTful API</a> .
BEM	BEM – meaning block, element, modifier – is a methodology that provides a structured <a href="#">CSS</a> organization by arranging CSS classes into independent modules. It massively improves code maintainability and speeds up the development process.
Blaze	<a href="#">Meteor</a> 's frontend rendering system focused on templates and built with a modified version of handlebars called Spacebars. Facilitates creation of usable and maintainable user interfaces.
Bootstrap	An open source toolkit for building responsive, mobile-first projects on the web with <a href="#">HTML</a> , <a href="#">CSS</a> , and <a href="#">JavaScript</a> . Enables to quickly prototype ideas or build the entire app using <a href="#">Sass</a> variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on <a href="#">jQuery</a> .
Bourbon	A library of pure <a href="#">Sass</a> mixins that are designed to be simple and easy to use. No configuration required. The mixins aim to be as vanilla as possible, meaning they should be as close to the original <a href="#">CSS</a> syntax as possible.
Bower	A <a href="#">front-end</a> package manager (also known as a package manager for the web) that is built by Twitter. It is used to manage components that contain <a href="#">HTML</a> , <a href="#">CSS</a> , <a href="#">JS</a> , fonts, etc., helps developers download and update them, resolve their dependencies.
Brackets	A web design and development tool. Brackets is a text editor for <a href="#">HTML</a> , <a href="#">CSS</a> and <a href="#">JavaScript</a> files. It is lightweight, powerful, and offers a live preview of the changes made in the code. It also has built-in visual tools to assist in developing the code. Brackets supports Emmet, Beautify, Autoprefixer, and other extensions.
Broccoli	A highly efficient build system that can concatenate, transpile, and minify the code. Broccoli's tree-based incremental rebuild system means that it can have fast compile-times, even on large projects. Runs on <a href="#">Node.js</a> and is backend-agnostic.
Browserify	A development tool that allows to write <a href="#">Node.js</a> -style modules that compile for use in the browser.
Brunch	A build tool that has large capabilities which are provided out of the box performance. It builds, lints, compiles, concatenates and shrinks <a href="#">HTML5</a> app in an ultra-simple way.
CanvasJS	<a href="#">HTML5</a> and <a href="#">JavaScript</a> charting library. It runs across devices including iPhone, iPad, <a href="#">Android</a> , Windows Phone, desktops, etc. CanvasJS currently supports 14 different types of Charts.
Chart.js	A library of <a href="#">HTML5</a> interactive and animated charts that can be added to a website. Chart.js can be used by both designers and developers. It allows mixing different types of charts to better display datasets, plot complex datasets based on different conditions and add different colours to one chart.

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