

## Before we proceed you're going to need to install a few applications:

- 1) A web browser:  
I recommend [Google Chrome](#).
  - 2) A text editor or IDE (Integrated Development Environment):  
I recommend [Brackets](#) (Desktops), [Cloud9IDE](#) (Web App), [DroidEdit](#) (Android), [Atom](#) (Desktops), [Sublime Text](#) (Desktops) and [AIDE](#) (Android)
  - 3) A Git Client:  
[Github Desktop](#) (Desktops) and [FastHub](#) or [OpenHub](#) (Android)
  - 4) An FTP Client:  
I recommend [FileZilla](#) (Desktops), [AndFTP](#) (Android) and [sFTP](#) (Chromebooks)
- 

## WINE:

When we get to releasing our app on Github I'm using [Github Desktop](#) for this course which is currently (at time of writing this July 13, 2018) only available for Windows and Mac users. However, you can run Windows applications on Linux and Mac operating systems with an application called [WINE](#).

I did try [WINE](#) 3.0 on my Android tablet but I didn't have any luck running [Resource Hacker](#) on it which you'll see later in the course why you'll need that app if you're making desktop applications.

## Chromebooks:

Some Chromebooks actually have the capability to run Android apps as Chrome apps. You can find out how to do that [here](#). In addition if you're interested you can also run Linux on your Chromebook with [Crouton](#).

---

## Other Applications You May Need or Want To Install:

- 1) [kodeWeave](#) (Cross Platform): A simple offline IDE I created which allows us to see our code app as we code it. It also comes pre-packaged with over 50 libraries and frameworks which we will be using for the application(s) we'll be building.
- 2) [WebDGap](#) (Cross Platform): A wrapper that converts our web app to a desktop and [PhoneGap Build](#) application.