



## Development process

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If you've never created any web application or even a simple web page, it's important to understand the lifecycle of the development or the development process.

Usually, there are three stages:

1. **Development** itself, which is done locally on your own computer.
2. **Staging**, which is a testing on a remote server in the environment same as the environment of the production server.
3. **Deployment**, which means getting the final product to the production servers and have it ready to use.

There are big advancements in this field. If you are interested, google "DevOps", "Vagrant" or "Docker" and you will discover a huge world of very interesting information. I will touch some of these concepts later in this course.

Basically, everything revolves around the fact that those three environments can be different thanks to many aspects, which can cause a lot of trouble. Your app can work flawlessly on your **Development** environment, but for some reason, it won't work on the **Staging** environment.

Sometimes, this is caused by using third-party solutions called **Frameworks**.

Frameworks are great time savers, they offer a lot of code, libraries, and functionalities. But they come with two problems.

The first one I have already addressed above. The second one is the fact that a lot of essential stuff is like a **black box**. You don't know what's inside, you just know what you can throw in and what will come outside.

This is not ideal when you want to learn web development.

That's why in this course, we won't use any frameworks or API unless we will understand what's behind the curtains.



In some situations, we will reinvent the wheel, but for a good reason. Once you understand the inner workings, you can better use frameworks and appreciate the work of others behind it.

So, in the **Backend** section especially, we will work with vanilla technologies and create everything for ourselves from scratch, thus learning everything we need, all the concepts crucial to understand, and at the same time we will make sure that our final product will work anywhere, or any server and any web hosting, because we won't ask our web hosting provider for more than just the basic technologies.