

LU05.A20 - Knowledge Transfer to Webstorm

Pre-requisites

- Work type: Individual
- Means of aid: only teaching materials, no websearch, no use of ai.
- Timeframe: 85 Minutes
- Expected result: The 18 VUE-Script concerned are transferred to Webstorm

Learning objectives

- Know how to write and execute a VUE SFC in Webstorm

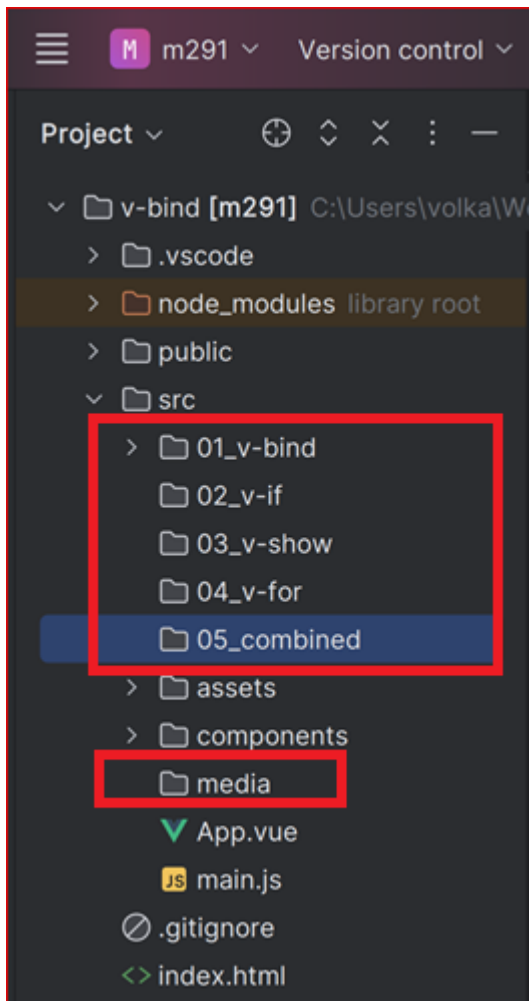
Source

You can take your solutions from assignment 2 to 18. Elsewise download the official solutions from the solution page of the assignment.

Assignment

Programming within an emulator is nice, but not really programming. Thus we need to transfer our script to the Webstorm code-editor.

1. Transfer your solution vom assignment 2 to 18 to transfer
2. Use a directory structure
 1. 01_v-bind
 2. 02_v-if
 3. 03_v-show
 4. 04_v-for
 5. 05_combined
3. Make sure that furthermore each solution is properly name after the assignment and the name of the assignment is displayed as `<h1>`
4. Create a directory **media** and save the required images in it.



Solution

[Lösung](#)

Vocabulary

English	German
emulator	Nacheiferer, Testumgebung



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<https://wiki.bzz.ch/> - **BZZ - Modulwiki**

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