

# 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

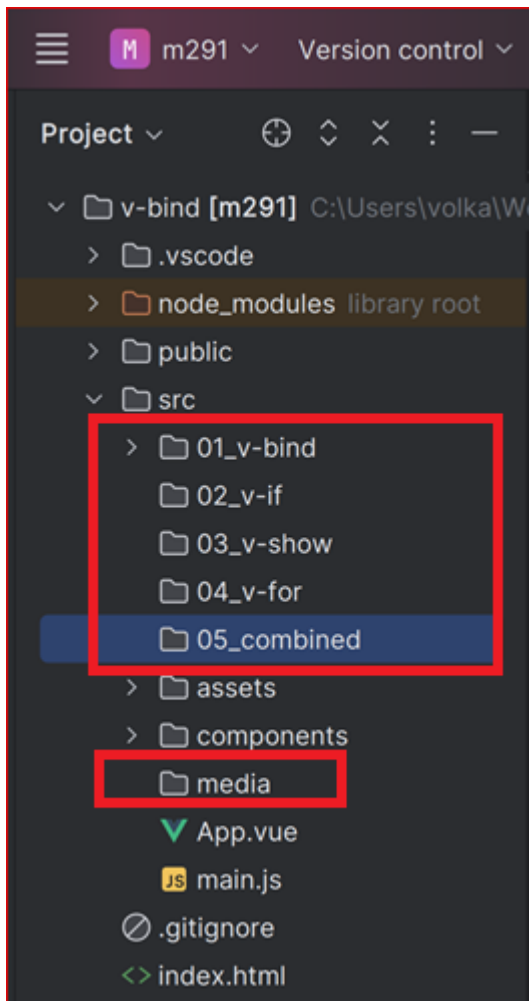
## Source

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 e.g. **W3School | VUE** 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 named 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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