

LU05.A20 - Knowledge Transfer to Webstorm

Pre-requisites

- Work type: Individual
- Means of aid: only teaching materials, no websearch, no use of ai.
- Timeframe: 70 Minutes
- Expected result: TheVUE-Script 2 to 18 are transferred to Webstorm in the required directory structure.

Learning objectives

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

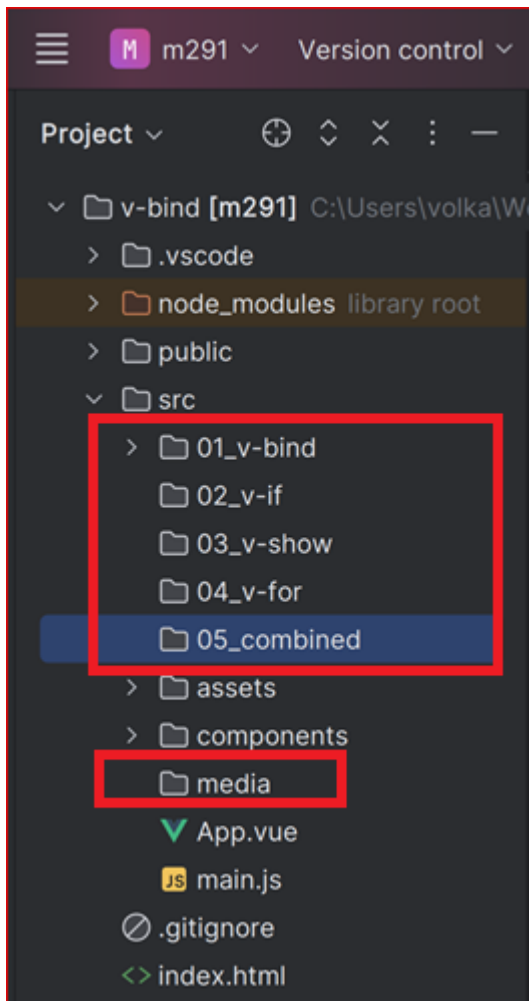
Source

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. **Please note, that this assignment is also a preparatory work for the LB2.**

1. Transfer your solutions vom assignment 2 to 18 to the Webstorm Codeeditor
2. Use a directory structure
 1. 01_v-bind: assignment 2 - 6
 2. 02_v-if: assignment 7 - 11
 3. 03_v-show: assignment 12 - 14
 4. 04_v-for: assignment 15 - 17
 5. 05_combined: assignment 18
3. Make sure that each solution is properly named after the assignment (e.g. lu05.s??) and the name of the assignment is displayed as `<h1>`
4. if not already done, add comments as HTML or JS comments to your to note down important insights to your code
5. Create a directory **media** and save the requiered images in it.



Solution

[Lösung](#)

Vocabulary

English	German
emulator	Nacheiferer, Testumgebung



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