

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

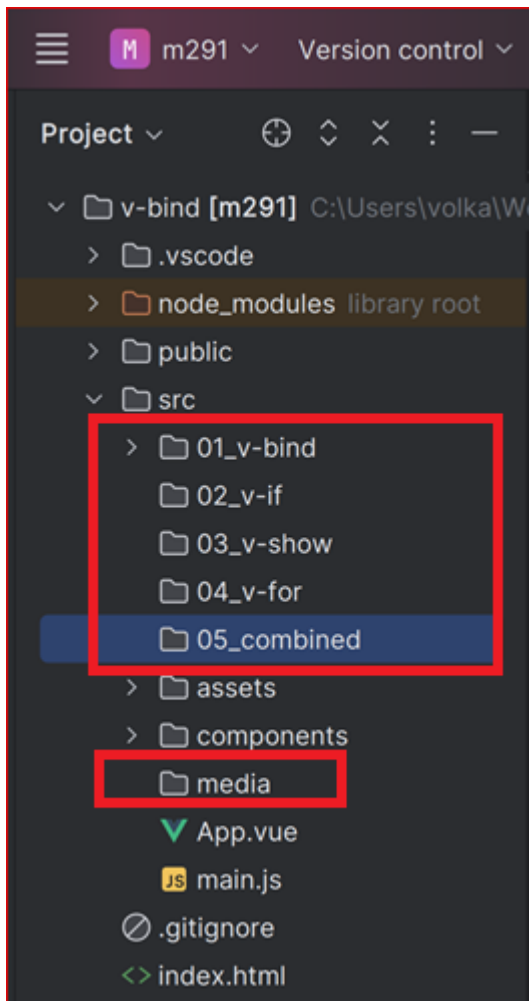
Source

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.s10.html) and the name of the assignment is displayed as `<h1>`
4. Test the correctness of the transfer by executing the script (Browser Button on the right upper corner of the window).
5. if not already done, add comments as HTML or JS comments to your to note down important insights to your code
6. Create a directory **media** and safe the requiered images in it.



Solution

[Lösung](#)

Vocabulary

English	German
emulator	Nacheiferer, Testumgebung



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