LU05.A20 - Knowledge Transer 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

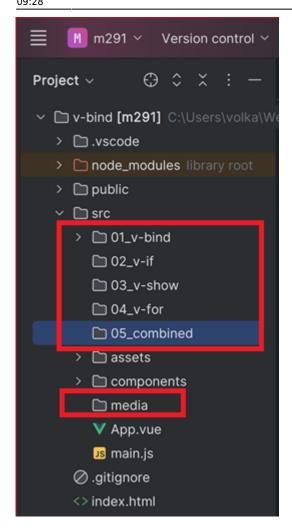
Source

You can take your solutions from assignment 2 to 18. Elsewise download the official solutions from the solution page of the assignment, but add the insight to the code as source code comments.

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 codee-ditor. **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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