**VULNERABILITY DASHBOARD PROJECT SET UP**

As it was documented in previous files, the Project is going to be done using **electron**, a framework that lets us build desktop applications using **Javascript**, **html** and **css**.

For the Project set up, the next tutorial guide of the **official electron documentation** has been followed:

<https://www.electronjs.org/docs/latest/tutorial/tutorial-prerequisites>

Here it collects the most important **tasks** done during the process, and what key elements should be taken into consideration for further development:

* A classic javascript has been initiated with npm, creating the file “**package.json**” which will contain all our dependencies for the Project.
* The respective electron dependencies has been installed into the Project by the npm commands.
* Basic html and css has been implemented, which will be the display of our application.
* A main.js and render.js file have been created, the first one having the functionality of initializing the application context (window, window size, title, path to index.html file, etc), the second one has the purpose of rendering whatever is desired in the application.
* Scripts have been added to npm, to build, package, test and make the electron application.
* A **debug** visual studio code **configuration** has been added, making it easier to **troubleshoot** mistakes in the project’s code.

With all of this done, we ge tour first electron simple application, now all that is left is to Implement the required features of the dashboard and its Interface.

Key element for developers:

* The interface of the application will be modified through the render.js file to display the desired logs or pages, as the basic interface is done in the index.html and index.css.
* For **building**, **packaging**, **making** and **unit testing** the Project the following respectives commands should be written:
  + **npm run start**
  + **npm run package**
  + **npm run make**
  + **npm run test**
* For **debugging** the program, there are **three types of configurations**, the most important one is “**main + renderer**”, this is the one that will be use to troubleshoot posible failures in the render.js file, to debug in VScode press the key “**F5**” or click the “**Run and Debug**” section, where you will have the button to debug at the **top left corner** of the navigation side, after that do not forget to select “**renderer”** on the **top side** of the screen.