ASSESSMENT

Part 1

Please respond to the following inquiries:

* What is your typical learning curve for acquiring new technology?

Answer: When it comes to learning new technology, my approach is pretty straightforward. I like to take it step by step, learning one thing at a time. Making mistakes along the way is just part of the process for me.

* What are your expectations from us during the four-months internship period?

Answer: During the internship, Iam looking to gain experience and responsibility. It would be great if there is some financial support too, as it will really help me out financially.

* How much time do you typically require to design a single screen?

Answer: The time required to design a single screen can vary significantly based on its complexity. For more intricate designs, it may take anywhere from 5-6 hours to a full day to ensure all details are properly executed. On average, I typically allocate around 6-8 hours for designing a single screen. How ever it depends on the design complexity

* Outline five topics that you anticipate will undergo changes in Tailwind CSS v4.0
* Answer: I have listed these 3 topic because Iam currently using the tailwind css v3, and I haven't fully explored all the feature of tailwind css v4 yet. while i might not be certain that in these areas will undergo changes in Tailwind CSS v4.0, I would like to share my outline based on my current understanding.

1 : Performance Improvements: with the new Oxide engine, there will maybe be some significant improvements on the performance side.

2 : Simplicity : it will be more easier to integreate tailwind directly into the project unlike v3 it would be hassle free simplifying the setup and integration of tailwind css into their projects. also they have integrated lightning css directly into the framework so now we dont have to configure extra pipeline setting

3 : More Modern : in Tailwind css v4.0, we can expect the addition of fresh styles or classes that revolutionize the way we write css styling.

Part 2

* For this section, your task is to translate the attached Figma design into code using Next.js, Tailwind CSS, Shadcn, and TypeScript. If animations are necessary, you may utilize Framer Motion.
* The coded implementation should precisely match the design in terms of pixel accuracy, and the codebase should be well-organized and clean. Try to follow the best practices.
* Please maintain the following screen size:

module.exports = {

theme: {

screens: {

'tiny': {'min': '480', 'max': '639px'},

// => @media (min-width: 480px and max-width: 639px) { ... }

'sm': {'min': '640px', 'max': '767px'},

// => @media (min-width: 640px and max-width: 767px) { ... }

'md': {'min': '768px', 'max': '1023px'},

// => @media (min-width: 768px and max-width: 1023px) { ... }

'lg': {'min': '1024px', 'max': '1279px'},

// => @media (min-width: 1024px and max-width: 1279px) { ... }

'xl': {'min': '1280px', 'max': '1535px'},

// => @media (min-width: 1280px and max-width: 1535px) { ... }

'2xl': {'min': '1536px', 'max': '1919px' },

// => @media (min-width: 1536px and max-width: 1919px) { ... }

'3xl': {'min': '1920px'},

// => @media (min-width: 1920px) { ... }

},

}

}

* Efforts should be made to create highly reusable components.
* Here are the steps to follow:
* Create a new public repository in your GitHub account.
* As you complete each component, push it to GitHub with a descriptive commit message.
* Once all components are coded, push the entire project to GitHub.
* Deploy the project to Vercel.

Upon completing the assessment, please share the URL of the GitHub repository containing the code.

Additionally, return the provided documentation with your answers before 5th April, 2024.