HTML File (index.html):

- Libraries Used:
 - Leaflet CSS and JavaScript: For interactive maps.
 - Bootstrap CSS: For styling and layout.
 - ¡Query: For DOM manipulation and event handling.
- IDs:
 - **flag**: Container for the Nepali flag image.
 - map: Container for the Leaflet map.
 - **navbarNav**: Container for the collapsible navigation bar.
- Classes:
 - .navbar: Styling for the navigation bar.
 - .navbar-nav: Styling for the navigation bar items.
 - **.nav-link**: Styling for navigation links.
 - .dropdown-menu: Styling for dropdown menus.
 - .dropdown-item: Styling for dropdown menu items.
 - .footer: Styling for the footer section.
- Elements:
 - Navigation Bar: Brand logo, links to home page and fire data map, dropdown menu for repository links.
 - Map Container: Container for the Leaflet map.

CSS File (styles.css):

- IDs:
 - **Buttons**: Container for buttons.
- Classes:
 - None

- Styles:
 - Styling for buttons and hover effects.
 - Styling for the navigation bar, dropdown menu, and footer.
 - Styling for the map container.

JavaScript File (fire.js):

- Libraries Used:
 - Leaflet: For creating and interacting with maps.
- Objects:
 - map: Leaflet map object.
 - **fire_Data**: GeoJSON layer object for fire data.
 - **nepal Data**: GeoJSON layer object for Nepal data.
- Functions:
 - None

JavaScript File (fireData-2023-12-30.js):

- Functions:
 - None

JavaScript File (nepaldata.js):

- Functions:
 - None

JavaScript File (midpoint.js):

• Functions:

- **loadMidpointFunctionality**: Function to load midpoint functionality.
- **handleMidpointClick**: Function to handle midpoint click events.

• Global Variables:

- **midpointEventListener**: Variable to store midpoint event listener.
- **midpointMarkerLayer**: Variable to store midpoint marker layer.
- **firstPoint**: Variable to store the first clicked point coordinates.
- **secondPoint**: Variable to store the second clicked point coordinates.

JavaScript File (buffer.js):

• Functions:

- **loadBufferFunctionality**: Function to load buffer functionality.
- **handleBufferClick**: Function to handle buffer click events.

• Global Variables:

- **bufferEventListener**: Variable to store buffer event listener.
- **bufferMarkerLayer**: Variable to store buffer marker layer.