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Hey Teks or future Teks, welcome to this new session of introduction to
code!
Today we are dwelling into Web development, more specifically Vue.js
framework one.

About Vue.js:
Vue.js is a **progressive JavaScript framework** used to build user
interfaces and single-page applications (SPAs). It is designed to be
lightweight, easy to learn, and **highly flexible**. Vue is particularly
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known for its **reactivity system** and its ability to scale from small projects to complex web applications.

**Why use Vue.js:**
✅ **Simple & Easy to Learn** — Vue has a gentle learning curve, making it beginner-friendly.
✅ **Reactive Data Binding** — The UI updates automatically when data changes.
✅ **Component-Based Architecture** — Applications can be structured using reusable components.
✅ **Lightweight & Fast** — Vue is smaller and faster than many other frameworks.
✅ **Great Ecosystem** — Includes Vue Router for navigation and Vuex (or Pinia) for state management.

### **Vue.js in the World of Work** 🌍💼
Vue.js is widely used in the **tech industry**, especially for building modern web applications. It is favored by startups, large companies, and freelancers due to its simplicity, flexibility, and performance.

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## **Getting Started with Vue.js** 🚀
#### **Introduction**

In this exercise, you will complete and enhance a simple **Clicker Game** built with **Vue.js**. This game allows users to earn points by clicking a button and purchase upgrades to increase their point gain per click.

#### **Objectives**

By working on this project, you will:
✅ Understand Vue.js reactivity and data binding.
✅ Use Vue directives (`@click`, `:disabled`) to handle interactions.
✅ Implement a simple state persistence mechanism using `localStorage`.
✅ Modify and extend a Vue.js application to add new features.

#### **Task Instructions**

You are provided with a base code that implements a simple **Clicker Game**. Your tasks are:

1. **Fix the missing parts of the code** to ensure upgrades work correctly.

2. **Enhance the game** by adding new features, such as:

- A **reset button** to restart the game.

    - Additional upgrade levels that increase the click value even further.

    - A visual effect or animation when clicking the button.

    - A progress bar showing the next upgrade milestone.

3. **Ensure data persistence** so progress is saved even after refreshing the page.


#### **Bonus Challenge 🎯**

If you're feeling confident, try to:

- Add **auto-clickers** that generate points over time.

- Introduce **different themes or styles** for a better user experience.


Good luck, and happy coding! 🚀