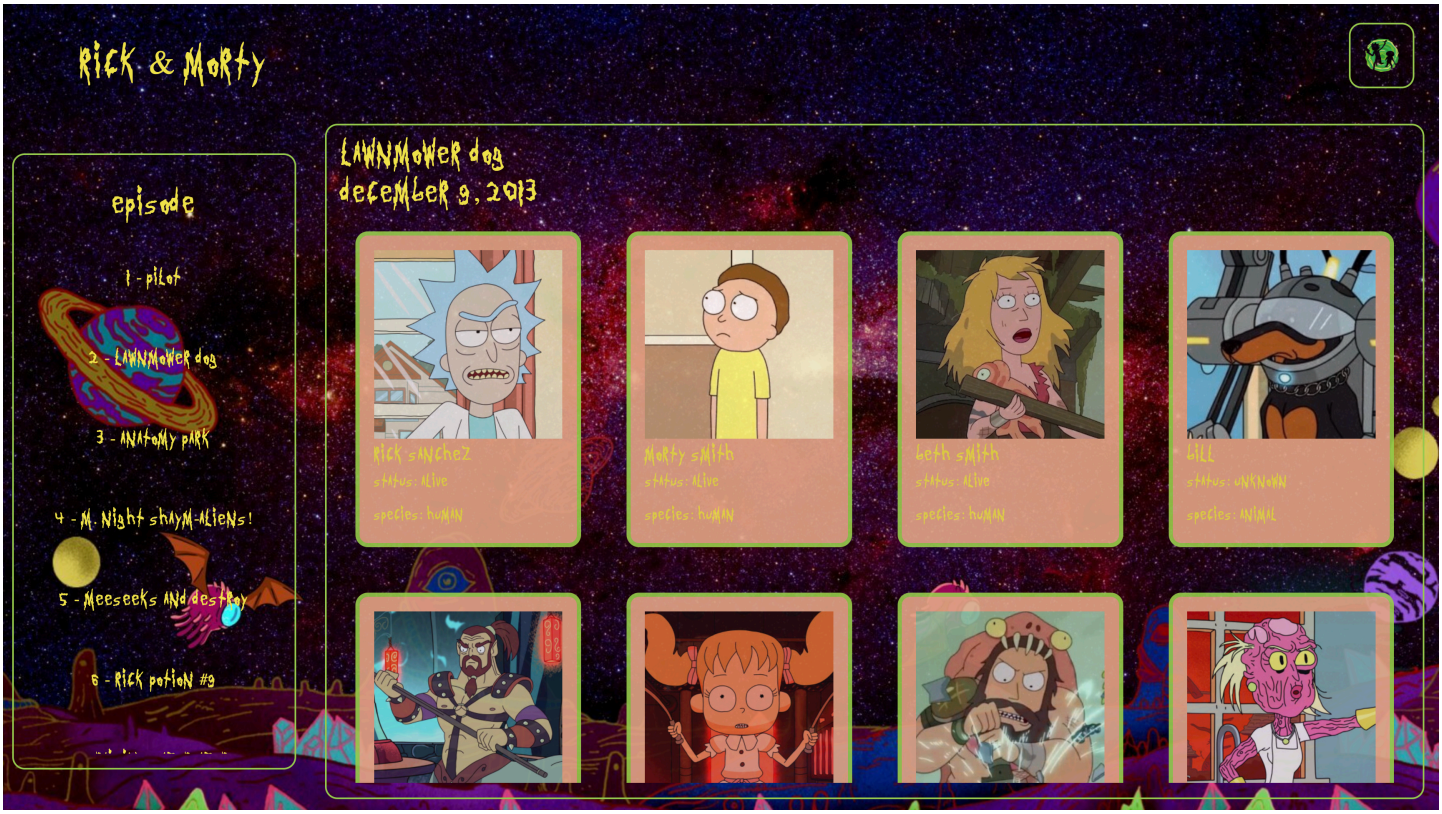
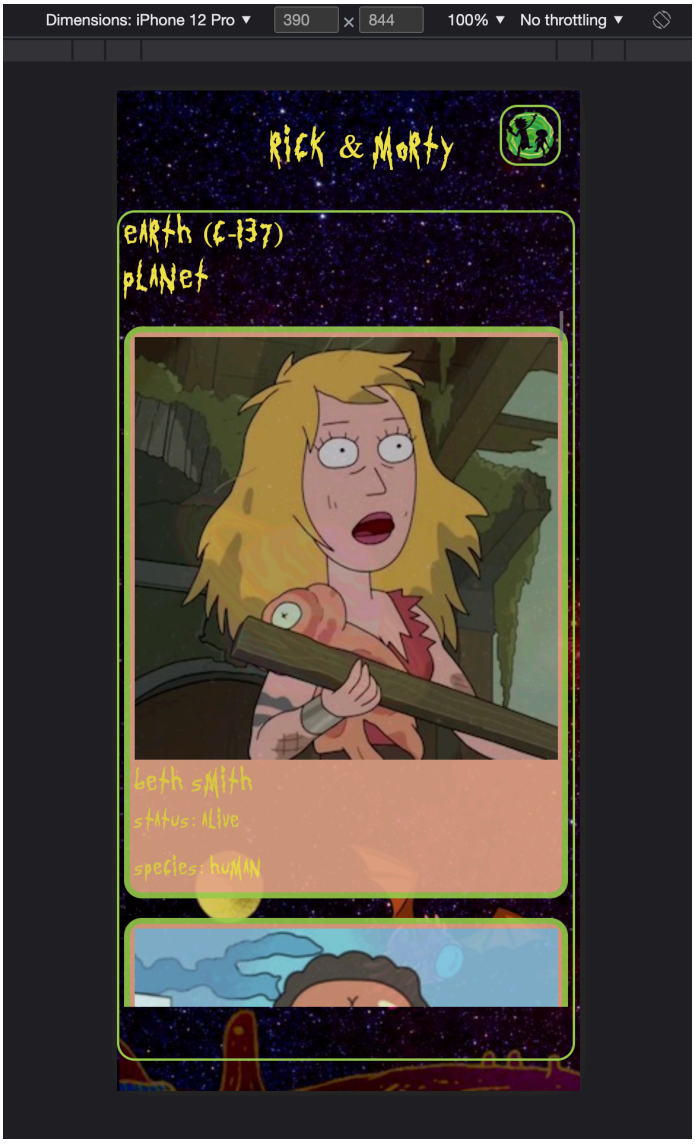
Rick & Morty

Here you have a small example of how the elements have been distributed through the web and the design that I have applied. To highlight I have used the palette of the series and the fonts.



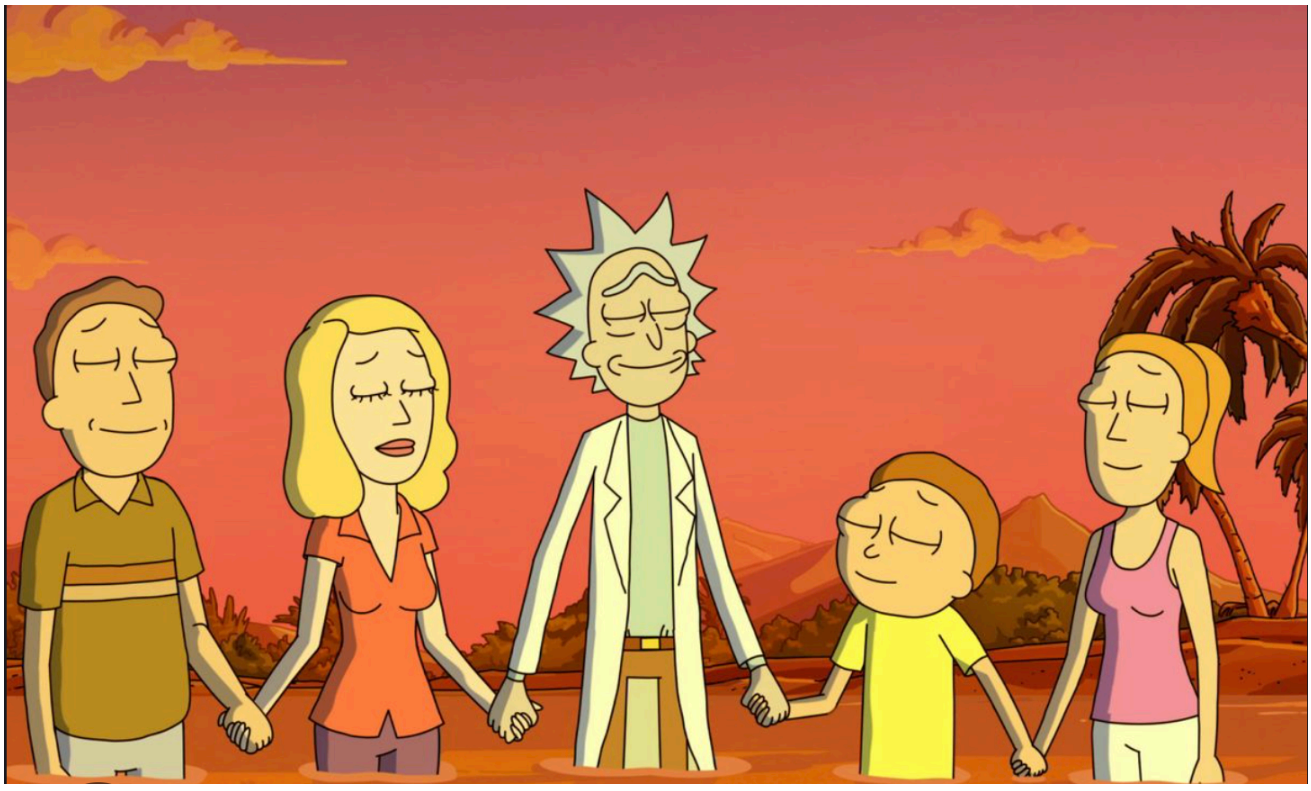
Here we have the responsive view where it should be noted that the button located in the upper right corner would be used to remove the list with a collapsible and be able to access the rest of the data.



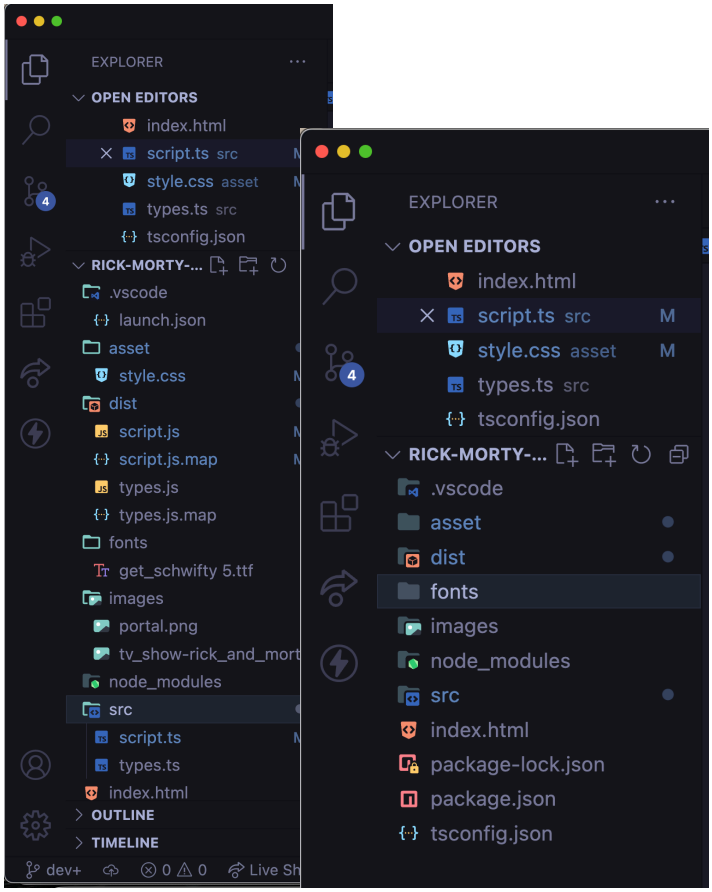
How to use the Web is simple, at first it automatically loads the list of episodes, through there we can start browsing through it.
In the list of episodes we can click on the name of the chapter for which we want to know the information, once the information section is open we see that we have a series of characters in which we can click on any part of the letter that contains them to be able to access the information of that specific user, then we can either choose to use the location of the character to show us the information of the place of origin where all the characters that make it up are shown or we can interact with the list of episodes in which said character appears, if we want we can always use the list that we had used at the beginning to go to a new chapter.

With this project I have learned how to interact with an API, to understand how promises work and the use of Bootstrap, I have practiced a lot with the Dom and I especially liked the Typescript part because it helps me to understand more how JS works, in general I have learned a lot in this last week and I have managed to gain more confidence in addition to the aforementioned knowledge.

Regarding the incidents found throughout the project, it is worth highlighting not having fully decided what I wanted to show or how to do it, in the end I lost time undoing work already done, some incidents in the code such as some problem understanding how bring the data to be able to use them later but I solved it relatively quickly and well, for the rest I have found myself very motivated throughout the project.



The tools that I have used have been, Html, Css, Bootstrap JS, Typescript.

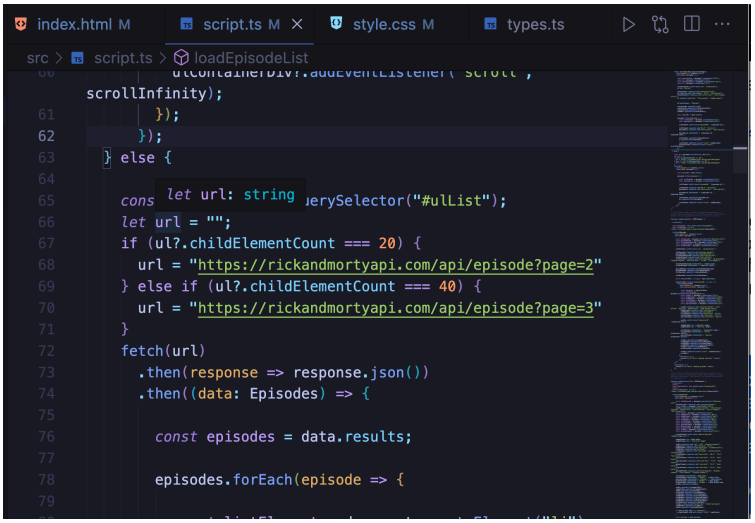


I started by creating the folders that I was going to need during the project. Throughout the project I was creating the necessary files.

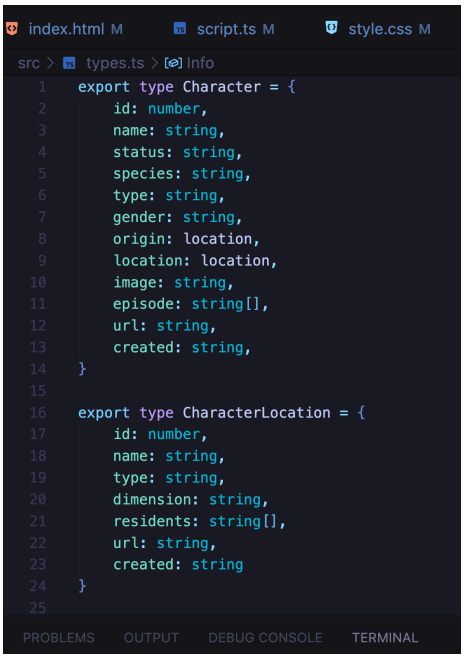
I decided that the static parts of my website were going to be made up of a Header, which would be made up of a Nav and a Main made up of two Sections, one of them wrapped in a Div to be able to apply a Collapse to make it easier for me to be responsive.

I have used Fetch to make the requests to the API.

```
fetch(`${urlEpisodes}?page=${nextPage}`)
  .then(response => response.json())
  .then((data: Episodes) => {
```



Here I show the first one that I faced, I had to bring the URL of each page in order to work with that data.



I've used types to check the data type of any taken value before it can be used as an input in code.

I created the necessary elements through the DOM, such as the sections, the cards where the characters will be displayed, some of them had to iterate through a loop in order to create the necessary content to display.

The work has been distributed in several functions, there are two that serve one to make the infinite scroll and another to clean the section where the information is displayed, on the other hand we have four more functions.
The three make a request to the API and create all the necessary elements to shape the user interface, each one creates the elements that it will need, beyond this we have a Css file to finish giving it styles and supporting the work. from Bootstrap.