

Setup your project

Perform the necessary installation

1. Install nodejs

- Go to the [website https://nodejs.org/en/](https://nodejs.org/en/)
- Go to Downloads and use the installer for your respective operating system

2. Install a code editor of your choice

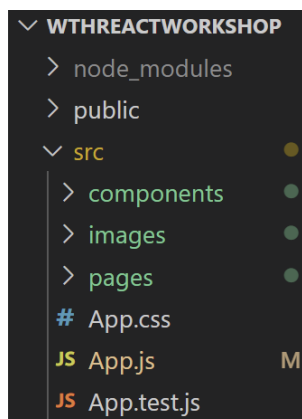
- install visual studio code or any editor of your choice: <https://code.visualstudio.com/download>

Once go to your folder directory in your command prompt/terminal and call the following commands

1. npx create-react-app wthreactworkshop
2. cd wthreactworkshop
3. Go to tailwind documentation and follow the instructions here: <https://tailwindcss.com/docs/guides/create-react-app>
4. npm install react-icons --save: <https://react-icons.github.io/react-icons/>

Create three folders in your src directory

1. components
2. images
3. pages



Go to tailwind.config.js and change darkMode to be "class" (this will allow us to configure dark mode for our webpage later)

```
JS tailwind.config.js > [?] <unknown>
1  module.exports = {
2    purge: [],
3    darkMode: "class", // or 'media' or 'class'
4    theme: {
5      extend: {},
6    },
7    variants: {
8      extend: {},
9    },
10   plugins: [],
11 }
```

Javascript basics

Some important syntax and functions to know:

1. variables

```
let x = 0;
```

2. arrow functions

```
const functionName = (arguments) => {
  return
}
```

3. ternary operator

- the ternary operator, or question mark in this case checks against a condition, if the condition is true, it will call the value or function to the left of the semicolon, else if the condition is false, it will call the value or function to the right of the semicolon

```
condition ? "true condition": "false condition"
```

4. template literals

- template literals are enclosed by two backticks `` and the variable is wrapped by \${}

```
`${variableName}`
```

5. Arrays

- A javascript array allows you to store multiple values enclosed in square brackets separated by commas

```
let thisIsAnArray = ["apples", "oranges", "lemons"]
```

6. Objects

- A javascript object stores key value pairs and is defined using a set of curly brackets {}

```
let thisIsAnObject = {
  fruit: "apple",
  colour: "red",
  cost: 1.0
}
```

7. links you can read to learn more about the fundamentals

- variables: https://www.w3schools.com/js/js_variables.asp
- arrow functions: https://www.w3schools.com/Js/js_arrow_function.asp
- ternary operator: <https://www.programiz.com/javascript/ternary-operator>
- template literals: https://www.w3schools.com/JS/js_string_templates.asp
- arrays: https://www.w3schools.com/js/js_arrays.asp
- objects: https://www.w3schools.com/js/js_objects.asp

Web Dev Basics

How to define a html element:

1. an element is defined by using opening tags

<> and closing tags </>

- for example, if we want to define a div html element (the most basic building block):

```
<div>
```

```
  This is my first html element yay :D
```

```
</div>
```

Three types of elements:

1. block

- by default takes up the full width of parent

2. inline

- only take up as much space as required

- setting height and width have no effect on this element

3. inline-block

- combines both properties of inline and block

- only takes up as much space as element

- can set height and width on element

To learn more about block, inline and

inline-block:

https://www.youtube.com/watch?v=x_i2gga-sYg

Box Model (padding, margin, border, content-box):

1. block