

WHAT IS THE PAGE.TSX FILE, AND WHAT IS THE LAYOUT.TSX FILE?

- the page.tsx file is where you create the data for a specific page in your Next.js website. It's like the main part of that page.
- On the other hand, the layout.tsx file is used to set up a common look for multiple pages. It can include things like a header or footer that you want to show on every page. This way, you don't have to write the same code for each page; you just put it in the layout file, and it applies to all the pages that use that layout.
- So, think of page.tsx as the specific data for one page and layout.tsx as the overall design that many pages .

WHAT IS THE LINK TAG, WHY DO WE USE THIS TAG, AND WHAT IS ITS PURPOSE?

- The <link> tag is an HTML element used to define the relationship between the current document. It is most commonly used to link to stylesheets, which are files that data CSS (Cascading Style Sheets) rules to style the HTML data.
- Here are the main points about the <link> tag:
- **1. PURPOSE**: The primary purpose of the <link> tag is to link external resources, particularly CSS files, to an HTML document. This helps to separate the content (HTML) from the presentation (CSS), making it easier to manage and maintain.
- **2. ATTRIBUTES**: The k> tag can have several attributes, but the most important ones are:
- **REL**: This specifies the relationship between the current document and the linked resource. For stylesheets, this is typically set to "stylesheet".
- - **HREF**: This is the URL of the resource you are linking to, such as the path to a CSS file.
- type: This specifies the type of data being linked. For CSS, it is usually set to "text/css".
- **3. USAGE**: The <link> tag is placed within the <head> section of an HTML document. This placement ensures that the styles are loaded before the page data is rendered, allowing the browser to apply the styles correctly.

WHAT ARE COMPONENTS, AND WHY DO WE USE THEM? HOW CAN WE APPLY CSS IN NEXT.JS?

- Components are basically like little pieces of a website. They help us build the site by breaking it down into smaller, manageable parts that we can reuse. This makes it easier to organize our code and keep everything neat.
- In Next.js, we can use CSS in a few ways. One way is to create a global CSS file and import it in a special file called _app.js. This way, the styles apply to the whole app.
- Another way is to use CSS Modules. You create a CSS file with the name ending in .module.css and then import it in your component. This way, the styles are specific to that component only, which helps avoid conflicts with other styles.
- You can also use libraries like styled-components if you prefer writing your styles in JavaScript.

WHAT IS TAILWIND CSS, AND WHAT ARE THE DIFFERENCES BETWEEN TAILWIND CSS AND STANDARD CSS?

- Tailwind CSS is a framework that helps you style your website using small, reusable classes. Instead of writing a lot of custom CSS, you can just add these classes directly to your HTML to make things look the way you want.
- Here are the main differences between Tailwind CSS and standard CSS:
- 1. **Utility Classes**: With Tailwind, you use pre-made utility classes (like bg-blue-500 for a blue background) right in your HTML. In standard CSS, you usually write your own styles in a separate file.
- 2. **Customization**: Tailwind lets you easily change the default styles and create your own classes if you want. In standard CSS, you have to manage everything manually.
- 3. Responsive Design: Tailwind makes it simple to create responsive designs with built-in classes for different screen sizes. In standard CSS, you typically have to write media queries to do the same thing.
- 4. **No Naming Conflicts**: Since you're using utility classes, you don't run into issues where different styles might accidentally use the same class name, which can happen in standard CSS.
- 5. **Faster Development**: Tailwind can speed up your work because you can style elements quickly without switching back and forth between HTML and CSS files.
- So, Tailwind CSS can make the styling process easier and faster, especially for bigger projects. If you want to know how to use it, just ask!