**Front end coding interview**

Please create a github repository containing your solutions and share with us by sending us a link to that repo.

1. Create a new, empty npm project and write a webpack configuration that fulfills the following requirements:

- Has a single javascript file as the entrypoint into the application

- Handles Javascript/ES6/React code with both .js and .jsx file extensions; should output a single ES5 .js bundle with a unique hash added to the filename.

- Handles SCSS code with .scss extensions; should output a single .css file with a unique hash added to the filename.

- Handles IMG file with .jpeg, .jpg, .png, and .gif extensions; should return a link referencing the file

- Handles SVG file with .svg extension; return a base-64 data-encoded string if the file is < 1mb and a link to the file otherwise

Feel free to begin with the Babel "Getting Started" template from <http://ccoenraets.github.io/es6-tutorial/setup-webpack/> and modify as needed.

Webpack's docs are also helpful, in particular: <https://webpack.js.org/guides/asset-management/>.

Please commit your code incrementally, so we can follow your thinking.

2. Create a PhotoGallery component.

You can either use the same project as above and expand on your own webpack config, or create a new project using React's "Create React App" from <https://github.com/facebook/create-react-app>.

The PhotoGallery component should take in an array of images.

Each image will have a url and a caption.

The captions should be displayed over the image.

The PhotoGallery should allow users to either click or swipe through images.

Smoothly animate the swipe and transition between images.

Handle any edge cases you can think of.

Please commit your code incrementally, so we can follow your thinking.