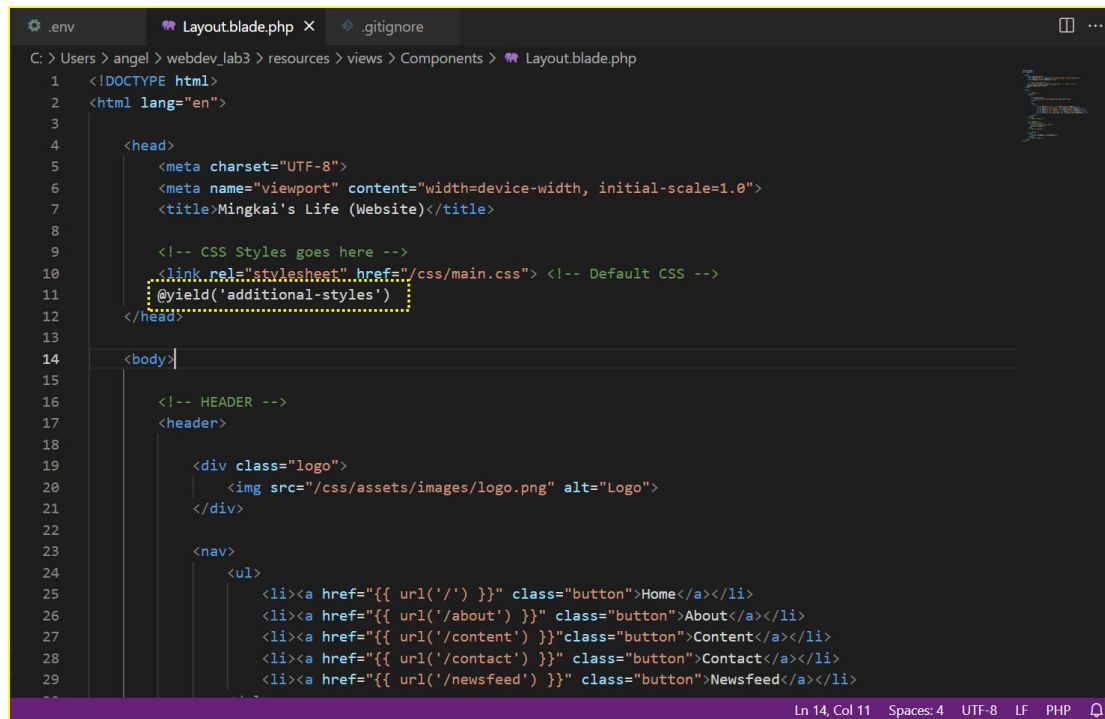


## Part 1: Layout File (Layout.blade.php)

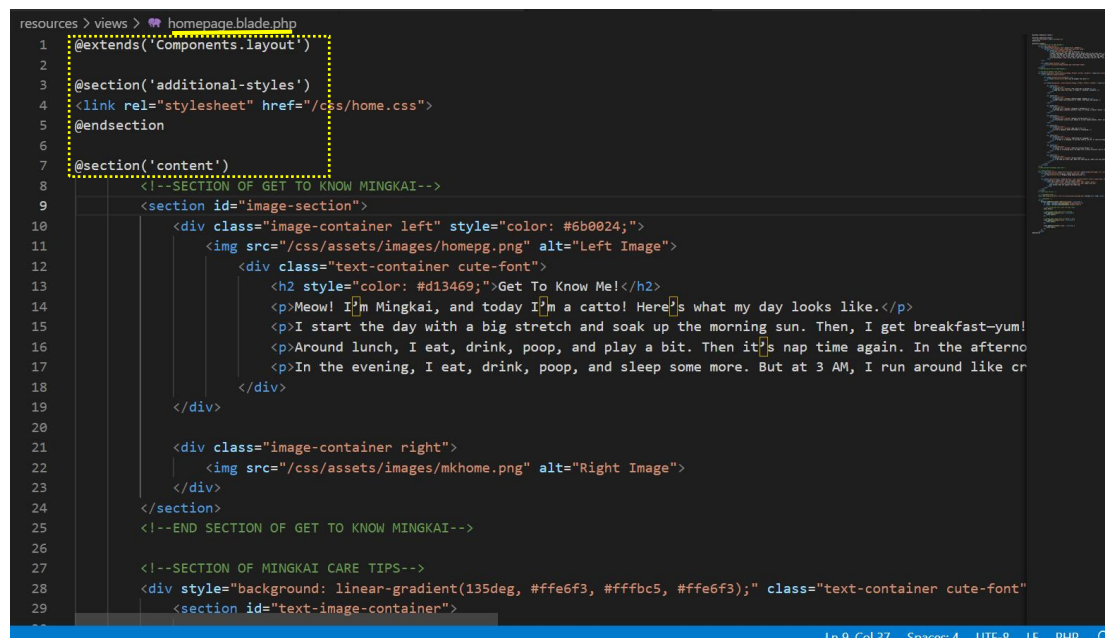
The layout file is a reusable template that defines the overall structure of the pages, such as the header, footer, and body layout. Views extend this layout to maintain consistency across pages. By using `@yield`, specific content sections can be filled in by child views.



```
.env Layout.blade.php X .gitignore
C: > Users > angel > webdev_lab3 > resources > views > Components > Layout.blade.php
1 <!DOCTYPE html>
2 <html lang="en">
3
4 <head>
5 <meta charset="UTF-8">
6 <meta name="viewport" content="width=device-width, initial-scale=1.0">
7 <title>Mingkai's Life (Website)</title>
8
9 <!-- CSS Styles goes here -->
10 <link rel="stylesheet" href="/css/main.css"> <!-- Default CSS -->
11 @yield('additional-styles')
12 </head>
13
14 <body>
15
16 <!-- HEADER -->
17 <header>
18
19 <div class="logo">
20 
21 </div>
22
23 <nav>
24 <ul>
25 <li><a href="{{ url('/') }}" class="button">Home</a></li>
26 <li><a href="{{ url('/about') }}" class="button">About</a></li>
27 <li><a href="{{ url('/content') }}" class="button">Content</a></li>
28 <li><a href="{{ url('/contact') }}" class="button">Contact</a></li>
29 <li><a href="{{ url('/newsfeed') }}" class="button">Newsfeed</a></li>
30 </ul>
31 </nav>
32 </header>
33
34 </body>
35 </html>
```

## Part 2: Views

Each view file (home.blade.php, about.blade.php, etc.) extends the layout using `@extends('Components.Layout')`. Page-specific content is inserted using `@section`, allowing for unique content within the shared layout structure.



```
resources > views > homepage.blade.php
1 @extends('Components.layout')
2
3 @section('additional-styles')
4 <link rel="stylesheet" href="/css/home.css">
5 @endsection
6
7 @section('content')
8 <!--SECTION OF GET TO KNOW MINGKAI-->
9 <section id="image-section">
10 <div class="image-container left" style="color: #6b0024;">
11 
12 <div class="text-container cute-font">
13 <h2 style="color: #d13469;">Get To Know Me!</h2>
14 <p>Meow! I'm Mingkai, and today I'm a catto! Here's what my day looks like.</p>
15 <p>I start the day with a big stretch and soak up the morning sun. Then, I get breakfast-yum!
16 <p>Around lunch, I eat, drink, poop, and play a bit. Then it's nap time again. In the afterno
17 <p>In the evening, I eat, drink, poop, and sleep some more. But at 3 AM, I run around like cr
18 </div>
19 </div>
20
21 <div class="image-container right">
22 
23 </div>
24 </section>
25 <!--END SECTION OF GET TO KNOW MINGKAI-->
26
27 <!--SECTION OF MINGKAI CARE TIPS-->
28 <div style="background: linear-gradient(135deg, #ffe6f3, #fffbcb, #ffe6f3);" class="text-container cute-font">
29 <section id="text-image-container">
30
```

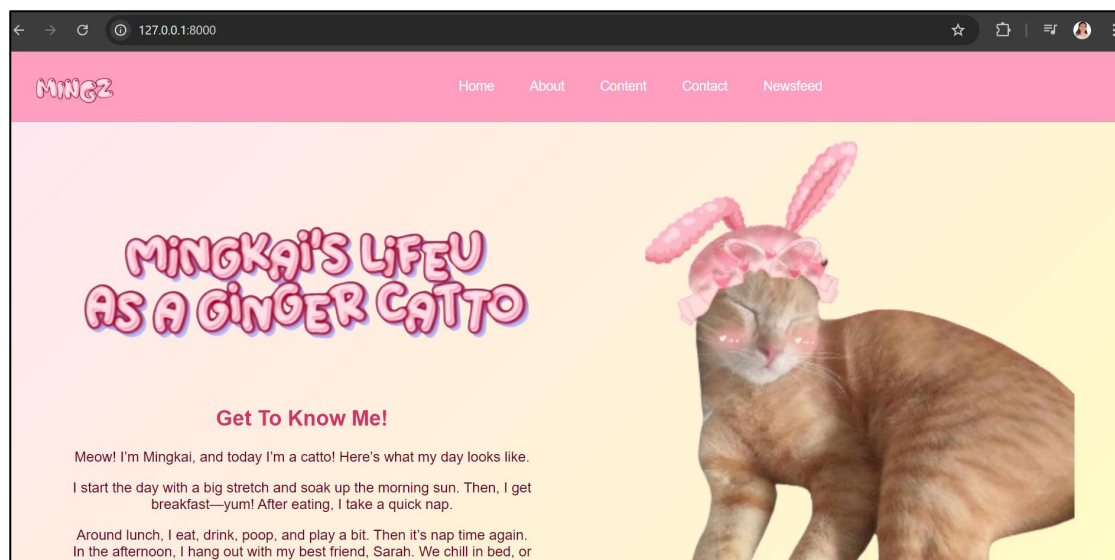


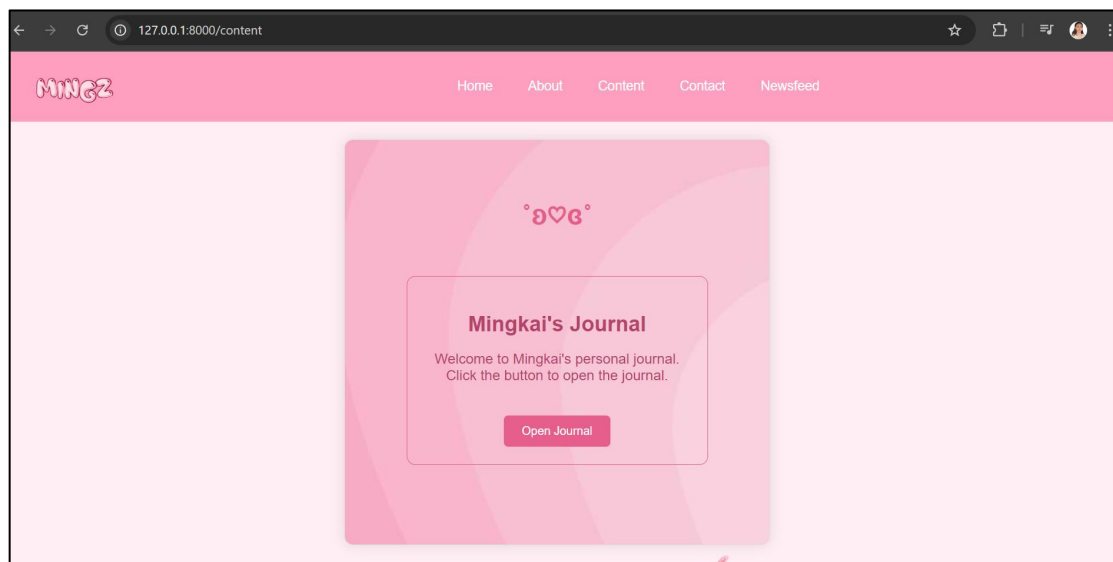
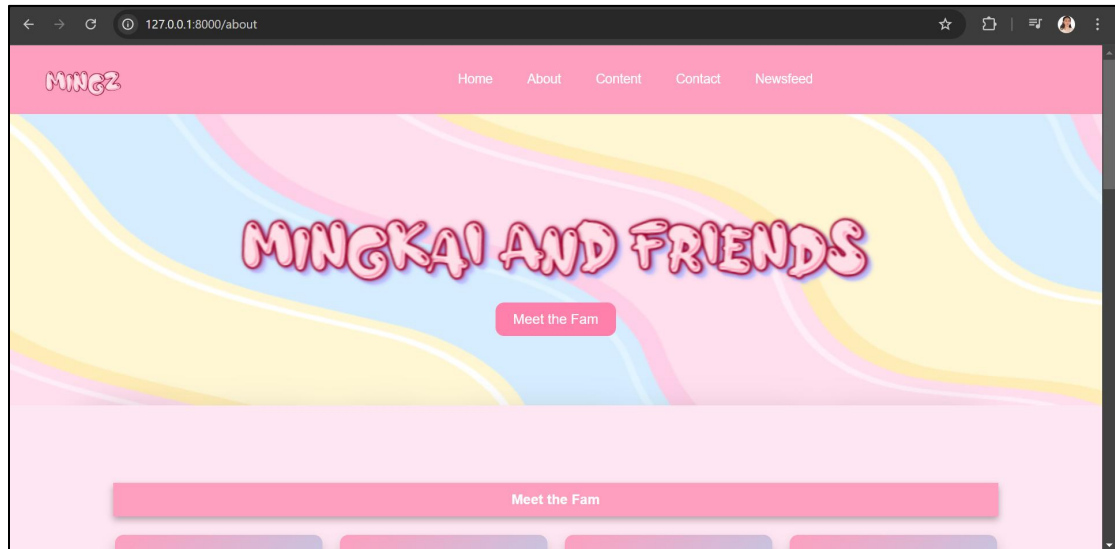
## Part 3: Routes

In routes/web.php, each route points to a corresponding view. For example, Route::get('/home', ...) returns the home.blade.php view. This setup maps URLs to specific pages, making navigation possible.

```
routes > web.php
1
2 <?php
3 use Illuminate\Support\Facades\Route;
4 use Illuminate\Support\Facades\Mail;
5 use App\Mail\ContactMe;
6 use App\Http\Controllers\NewsfeedController;
7
8 Route::get('/', function () {
9     return view('homepage');
10 });
11
12 Route::get('/about', function () {
13     return view('about');
14 });
15
16 Route::get('/content', function () {
17     return view('content');
18 });
19
20 Route::get('/contact', function () {
21     return view('contact');
22 });
23
24 Route::post('/contact', function () {
25     $data = request()->all();
26     Mail::to('mingkai103019@gmail.com')->send(new ContactMe($data));
27     return redirect('/contact')->with('flash', 'Message Sent Successfully');
28 });
29
30 // Route with category parameter
31 Route::get('/newsfeed/{category?}', [NewsfeedController::class, 'showNewsfeed']);
32 // for the newsfeed
```

## Part 4: Rendered Web Pages





//NOTE: There are other views aside from *content.blade.php*, *homepage.blade.php* and *about.blade.php*. But I did not include them in the documentation since only 3 blade files are required.

## ✧ Difference between @yield and {{\$slot}}:

### @yield

- **How we used it:** In our Layout.blade.php file, we placed @yield to define areas where specific content from different pages would be inserted, like @yield('content'). This allowed us to keep the overall layout consistent while each view, like the homepage or about page, used @section('content') to fill that space with its unique content.

### {{ \$slot }}

- **How it works:** We did not use this but, {{\$slot}} operates similarly yet it is typically used within components. While @yield defines sections in the layout, {{\$slot}} is used inside reusable components, acting as a placeholder where we can pass different content. For instance, in a card or button component, we would use {{\$slot}} to insert specific details, much like how @yield lets us insert content into the layout.

Both @yield and {{\$slot}} allow us to inject dynamic content, but while @yield is for layouts, {{\$slot}} is for more modular components

## PROBLEM ENCOUNTERED:

Each time I pull changes from GitHub, I encounter the need to manually modify the `.env` file to suit the configuration of my local environment. Specifically, the paths and settings in the `.env` file—particularly those related to the database—are set according to my groupmates machine. For instance, the database path is often set to their local file structure, such as

``C:/Users/winOSx/cd/webdev_lab3/database/database.sqlite``, which does not match my environment. On my laptop, the correct path is ``C:/Users/angel/webdev_lab3/database/database.sqlite``.

This constant adjustment of the `.env` file after each pull becomes a tedious and time-consuming process. The file must be edited to reflect the absolute paths, database settings, and other environment-specific variables unique to my system. This process interrupts the flow of development, making it harder to maintain consistency across different environments. **As a result, the configuration is not standardized between team members, further complicating the issue.** It creates a challenge in collaborative projects where environments differ.