The link you provided is a guide from Adobe's Experience League on how to set up Adobe Target using the Web SDK. Here are the key steps:
1. \*\*Install the SDK\*\*: The first step is to install the Adobe Experience Platform Web SDK on your website. This can be done by adding a script tag to your HTML.
2. \*\*Configure the SDK\*\*: After installing the SDK, you need to configure it. This involves setting your org ID, specifying the dataset ID, and enabling the services you want to use (in this case, Adobe Target).
3. \*\*Set up Adobe Target\*\*: To set up Adobe Target, you need to create an at.js library in Adobe Target, configure your at.js settings, and then implement at.js on your website.
4. \*\*Test your implementation\*\*: Once you've set up Adobe Target, you should test your implementation to make sure it's working correctly. This can be done by using the Adobe Experience Cloud Debugger.
5. \*\*Use the SDK\*\*: After testing your implementation, you can start using the SDK to create and manage experiences on your website.
Remember, the Web SDK is a client-side library that allows you to interact with Adobe Experience Cloud services, including Adobe Target. It provides a unified, streamlined way to implement multiple Adobe solutions at once, and it's designed to be easy to use and flexible to fit your specific needs.