LeetCode Power Up — Setup & Usage Guide

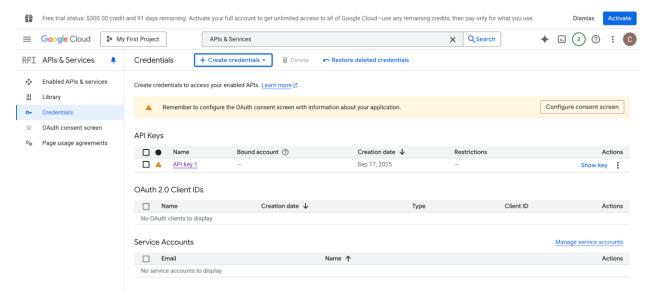
This guide walks you through installing and using the LeetCode Power-Up Chrome extension. It injects a right-side panel on LeetCode problem pages with Top YouTube solution videos and a per-problem Notes scratchpad saved in chrome.storage.

What you need

- Google Chrome with Developer mode enabled (chrome://extensions).
- A YouTube Data API v3 key from Google Cloud Console.
- The project folder with a valid manifest json and content script.

1) Get a YouTube API key

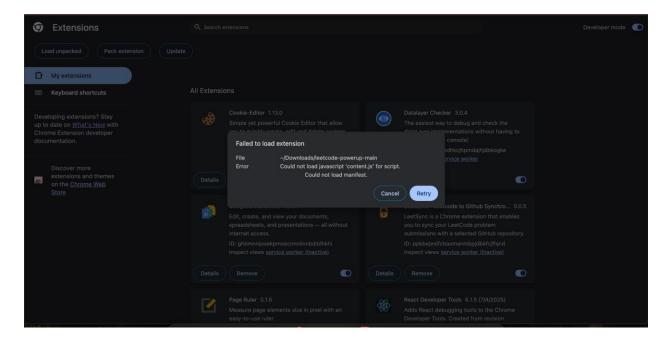
- a. Go to Google Cloud Console \rightarrow APIs & Services \rightarrow 'Enable APIs and Services', search for 'YouTube Data API v3', and enable it for your project.
- b. Open APIs & Services \rightarrow Credentials \rightarrow Create credentials \rightarrow API key. Copy the key.
- c. (Optional but recommended) Click 'Restrict key' to limit usage to YouTube Data API v3.



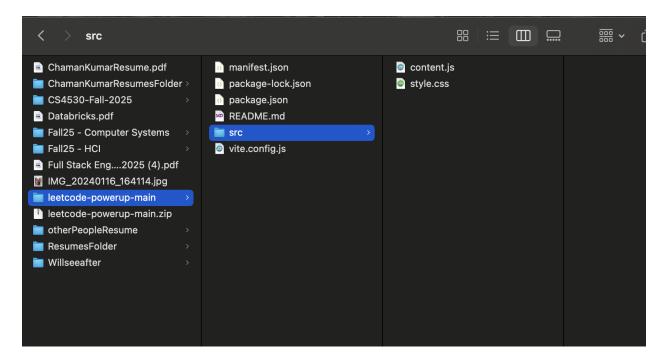
Google Cloud Console \rightarrow Credentials: API key created.

2) Fix folder paths in manifest.json

If your content script and CSS live under /src, make sure manifest.json points to those paths. Otherwise Chrome will show 'Could not load javascript content.js'. Example content_scripts entry:



Error when loading unpacked extension: Chrome couldn't load content.js because manifest paths didn't match.



Project tree: manifest.json at root, content.js and style.css are inside /src. Fix by pointing manifest to 'src/content.js' and 'src/style.css' or by moving files to the root.

manifest.json: Update content_scripts to use 'src/content.js' and 'src/style.css'.

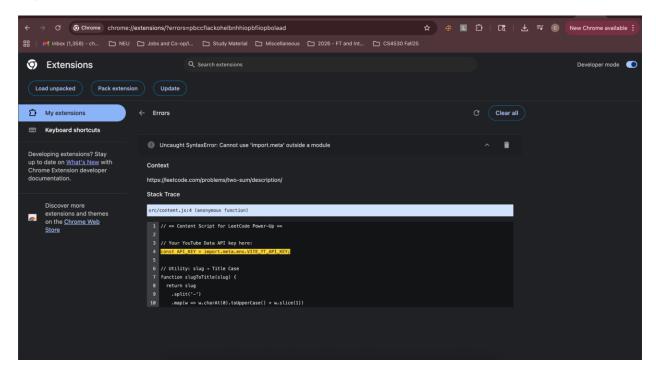
3) Choose one of two ways to provide the API key

Option A — Quick / No build: Open src/content.js and set a literal key:

```
const API KEY = "YOUR REAL YT API KEY";
```

Option B — Build with Vite and .env (keeps key out of source):

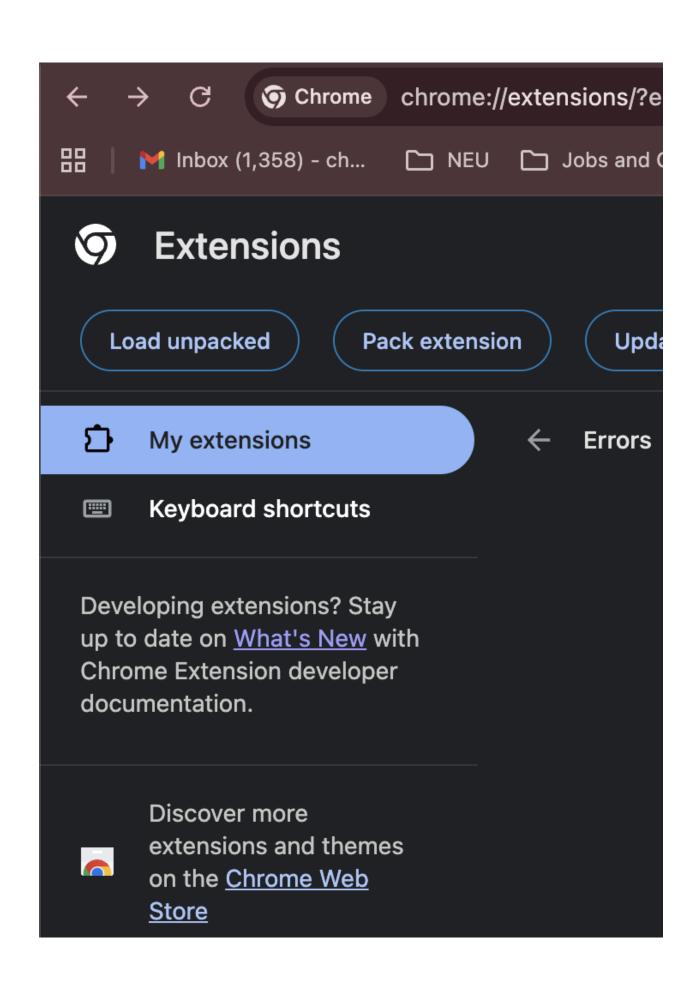
- Create .env at project root: VITE_YT_API_KEY=your_real_key
- In vite.config.js, define 'import.meta.env.VITE_YT_API_KEY' to inline the value during build.
- Run 'npm run build', copy manifest.json and style.css to dist/, then load dist/ as the unpacked extension.



If you see 'Cannot use import.meta outside a module', it means the content script is running without a build step. Use Option A or build with Vite.

4) Load the extension

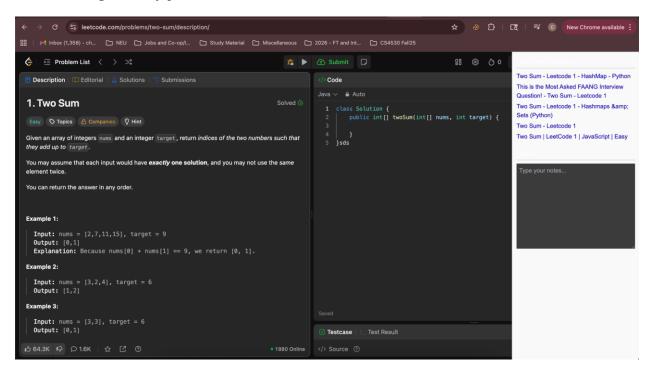
- a. Visit chrome://extensions and enable Developer mode.
- b. Click 'Load unpacked' and select the folder that contains manifest.json (or the dist/ folder if you built).
- c. Click the Reload icon on the extension card after changes.



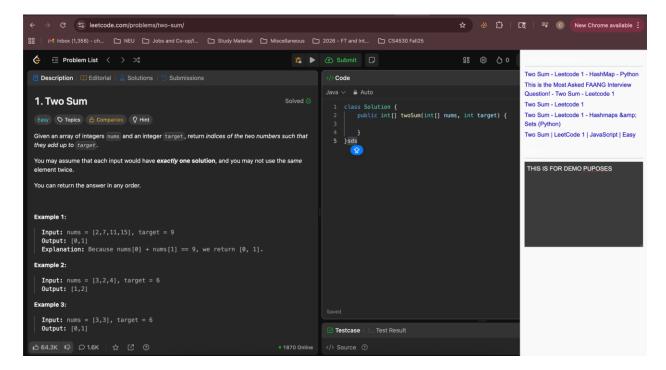
Chrome Extensions page with Developer mode.

5) Use it on LeetCode

Open any problem (e.g., https://leetcode.com/problems/two-sum/). The right sidebar will show Top YouTube solution links and a Notes area. Notes are saved per problem using chrome.storage, so they persist across reloads.



LeetCode problem page (Two Sum) with the extension sidebar showing YouTube links and the Notes scratchpad.



Another view of the sidebar after notes are added—verifying storage works.



Clicking a link opens the YouTube tutorial in a new tab.

Troubleshooting

• "Could not load javascript 'content.js'": The manifest path doesn't match your file location. Fix to 'src/content.js' or move files to root.

- Import.meta error: Replace with a literal API key or build with Vite to inject .env at build time.
- No sidebar appears: Check the matches pattern is 'https://leetcode.com/problems/*' and open DevTools Console for errors.
- 403 or CORS on YouTube: Ensure host_permissions includes 'https://www.googleapis.com/*'.