PER SCHOLAS

ALAB 326.2.1:
Practicing Implementation

Version 1.1, 02/05/24

[Click here to open in a separate window.](#)

Introduction

This lab will introduce you to a useful practice tool, Frontend Mentor.

Once you have created an account and familiarized yourself with Frontend Mentor, the lab will task you with completing several challenges that require developing simple application components from professional Figma designs.

Objectives

- Create a Frontend Mentor account.
- Complete two Frontend Mentor challenges.
- (Optional) Complete additional Frontend Mentor challenges as time allows.

Submission

Submit your completed lab using the **Start Assignment** button on the assignment page in Canvas.

Your submission should include:

- A link to your GitHub repository or repositories for the challenges presented.
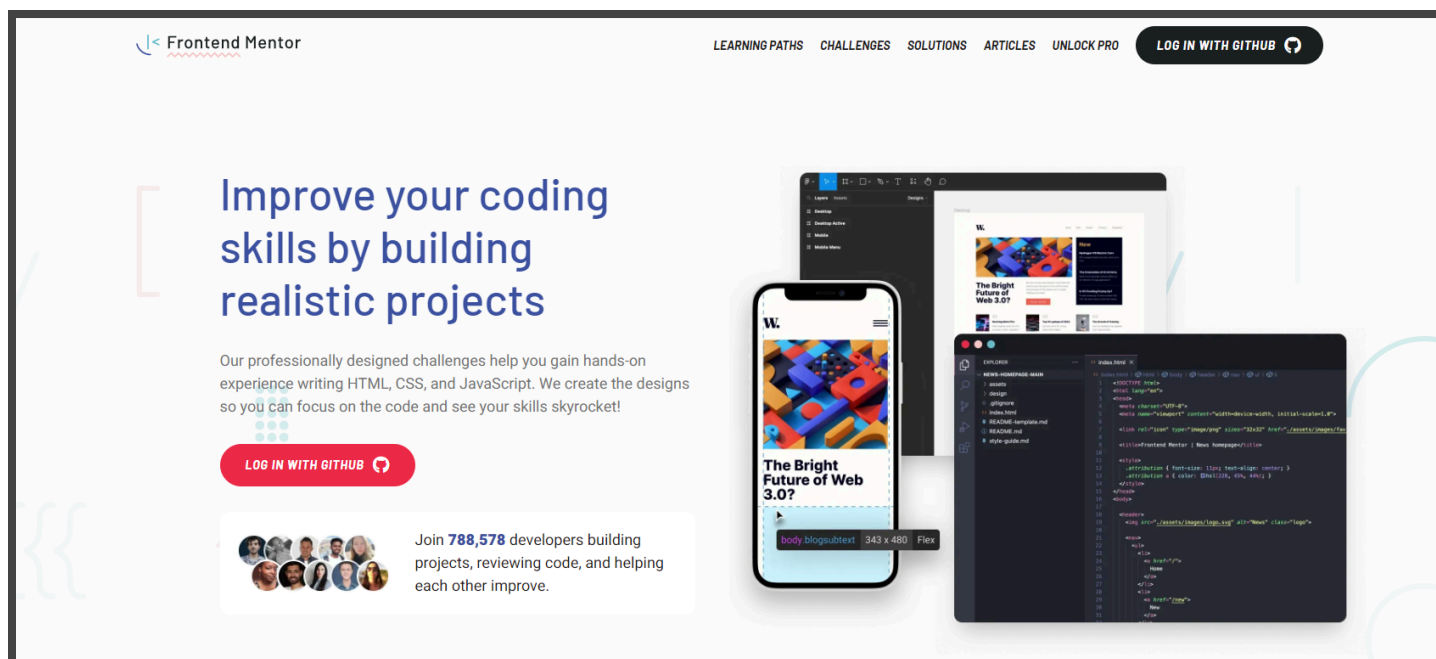
Instructions

Step 1: Create an Account

Frontend Mentor uses GitHub authentication, so creating an account is a simple process.

First, navigate to **frontendmentor.io**.

On the top-right side of the screen, choose "**LOG IN WITH GITHUB.**"

Step 2: Exploration

Take five to ten minutes to look around the site and explore its features. Frontend Mentor offers a wide range of free and paid services, but primarily specializes in coding challenges derived from professional web designs.

Completing challenges on Frontend Mentor is an easy way to expand your development portfolio with professional, practical projects. Frontend Mentor keeps all of your challenge progress within your profile, so you can easily return to your work in the future.

Once you have submitted your solution to a challenge, you will also unlock the ability to view other solutions submitted by the Frontend Mentor community for that challenge. This can allow you to compare approaches, and learn from the experience of others.

Submitting solutions to Frontend Mentor requires both a valid GitHub repository and live deployment of your work. This is beyond the scope of this lesson, but Frontend Mentor provides a guide to submitting solutions if you would like to take that additional step.

Finally, Frontend Mentor offers a range of articles that are worth reading when you have the time.

Step 3: The First Challenge – QR Code Component

We will be working through the **Free+ challenges** offered by Frontend Mentor. These challenges are free, but also include the Figma design files as part of the provided assets, which is normally restricted to paid challenges.

These challenges also include some pre-written HTML to help you get started. This simulates the jump-start that you may get from a feature like Figma Dev Mode or Figma to Code.
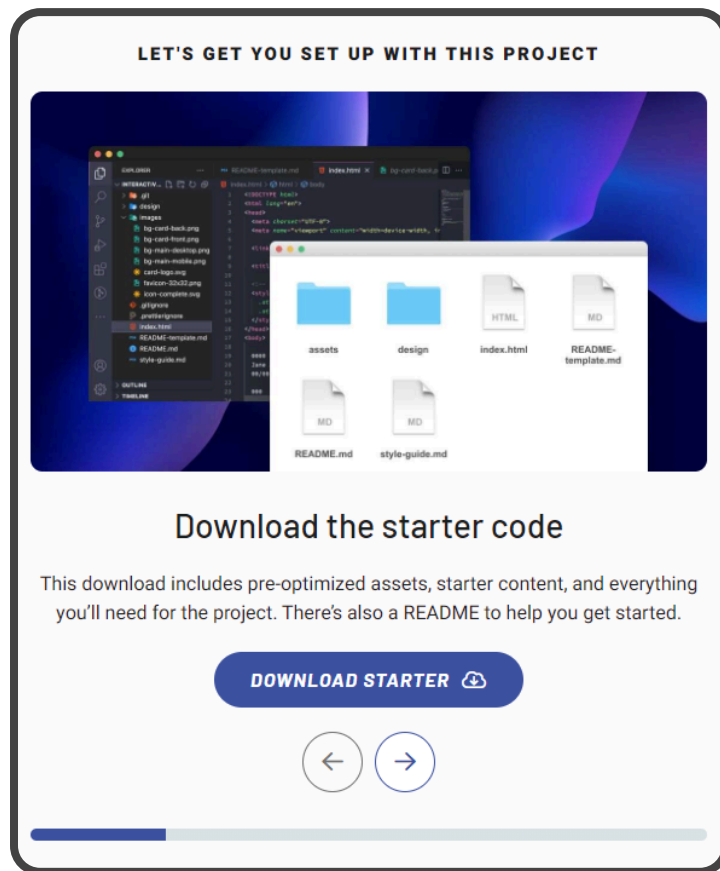
Your first challenge is to complete the **QR Code Component**.

Navigate using the link above, and then click "**Start Challenge,**" the large red button.

Frontend Mentor will walk you through the remaining steps to get started:
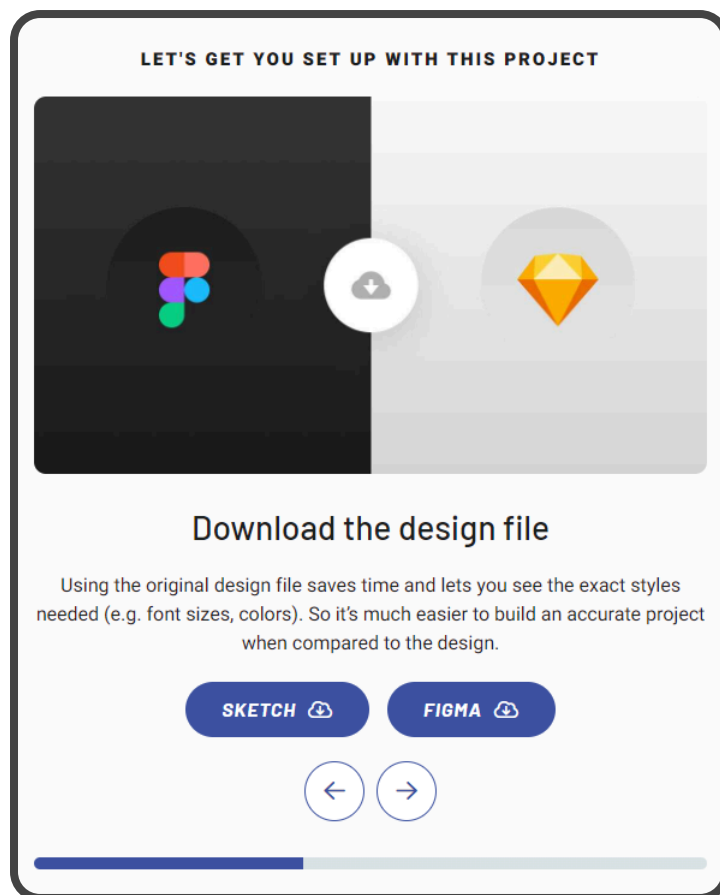
- **Download the starter code.**
  You will open this in VS Code to begin working on your challenge.
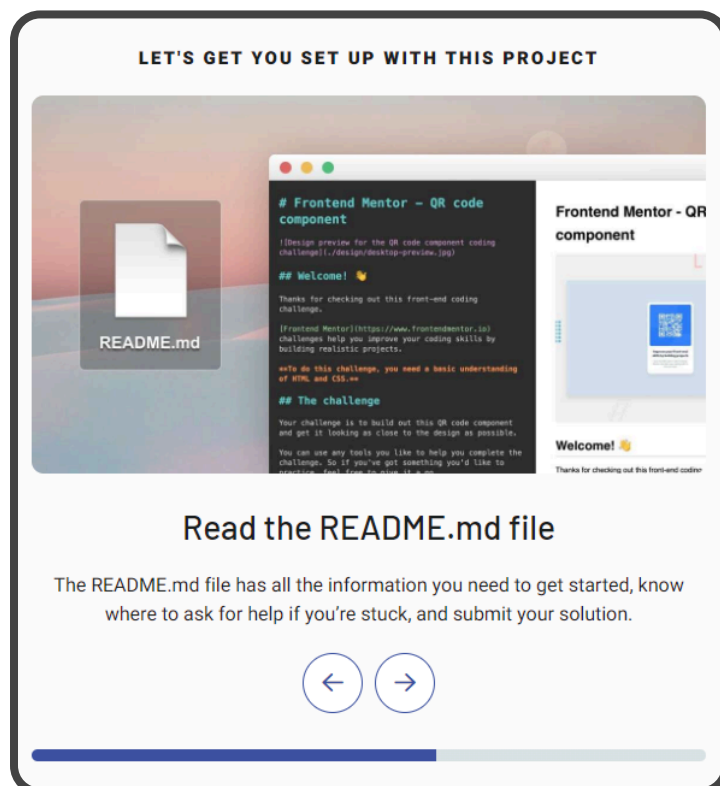

- **Download the Figma design file.**
  You can open this in Figma to inspect elements as necessary.
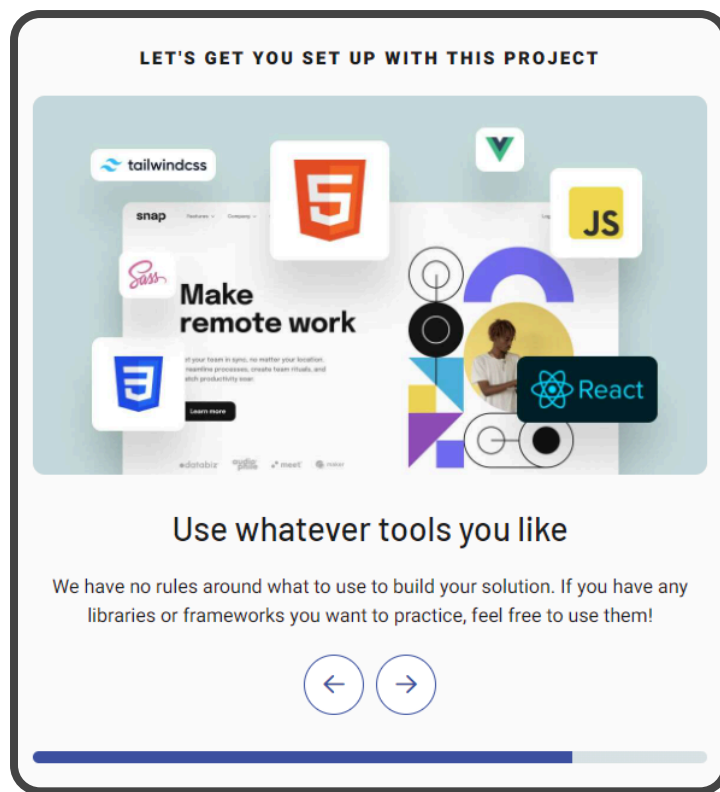
- **Read the README.md file.**
  Whenever you start a project using starter code, you should take a look at the README file.
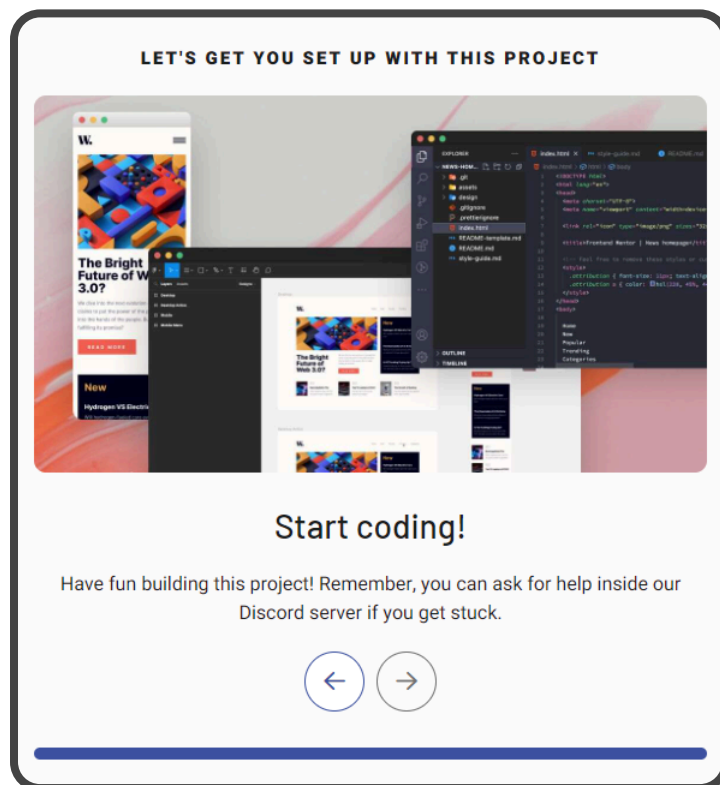

- **Use whatever tools you like.**
  We recommend basic HTML and CSS for now – you will be introduced to more tools soon!

Use whatever tools you like

We have no rules around what to use to build your solution. If you have any libraries or frameworks you want to practice, feel free to use them!

- **Start coding!**
  Open the starter code in VS Code, and the design file in Figma, and begin working!

Start coding!

Have fun building this project! Remember, you can ask for help inside our Discord server if you get stuck.

The challenge brief is as follows:

Your challenge is to build out this QR code component and get it looking as close to the design as possible.

You can use any tools you like to help you complete the challenge. So if have something that you would like to practice, feel free to give it a go.

Download the starter code and go through the README.md file. This will provide further details about the project. The style-guide.md file is where you will find colors, fonts, etc.

Once you have completed this challenge, move on to the next one below.

Step 4: The Second Challenge – Blog Preview Card

Your second challenge is to complete the **Blog Preview Card**.

Repeat the steps above to get started with this challenge.

The challenge brief is as follows:

Your challenge is to build out this blog preview card and get it looking as close to the design as possible.

You can use any tools you like to help you complete the challenge. So if you have something that you would like to practice, feel free to give it a go.

Your users should be able to:

- ○ *See hover and focus states for all interactive elements on the page*

Download the starter code and go through the README.md file. This will provide further details about the project. The style-guide.md file is where you will find colors, fonts, etc.

Once you have completed this challenge, move on to the next one below.

Step 5: The Third Challenge – Space Tourism Multi-Page Website

This final challenge is a significant step up in difficulty and complexity, intended to test your abilities with HTML, CSS, *and* JavaScript: the Space Tourism Multi-Page Website.

It is **not required** to complete this challenge in its entirety for this assignment; however, you should continue to work on this challenge to the best of your ability for the remainder of your available time.

The challenge brief is as follows:

Your challenge is to build out this multi-page space tourism website and get it looking as close to the design as possible.

This project is a collaboration between Frontend Mentor, Scrimba, and Kevin Powell. If you would like to see how Kevin would tackle the project, you can follow along on Scrimba's free course.

If you are working through it yourself, please use any tools you like to help you complete the challenge. So if you' have something that you' would like to practice, feel free to give it a go.

If you choose to use a JS-heavy approach, we provide a local data.json file for the different page data. This means you will be able to pull the data from there instead of using the separate .html files.

Your users should be able to:

- *View each page and be able to toggle between the tabs to see new information*
- *View the optimal layout for each of the website's pages depending on their device's screen size*
- *See hover states for all interactive elements on the page*

Download the project and go through the README.md file. This will provide further details about the project and help you get set up.

As noted in the brief above, this challenge has a code-along opportunity through [Scrimba](#). The entirety of that course is about **seven hours** of content, without pausing. This should put the scope of this challenge into perspective – do not worry if you only complete portions of it in the allotted time.

Step 6: Continuing to Challenge Yourself

If you need inspiration or additional practice in the future, return to the [Frontend Mentor challenges](#) page for a wide variety of challenges to conquer. Practice makes perfect, especially when that practice results in projects that can be included in your portfolio!