You have to implement a custom slider that looks the same in all the browsers. You **cannot** use the native HTML **<input type="range">** element and the implementation has to be totally custom.

We're a React-first developer tools team and the project is meant to be a reusable component. Think about what its users (both developers integrating the component and end users) would care about and try to address those needs in the project.

Instructions

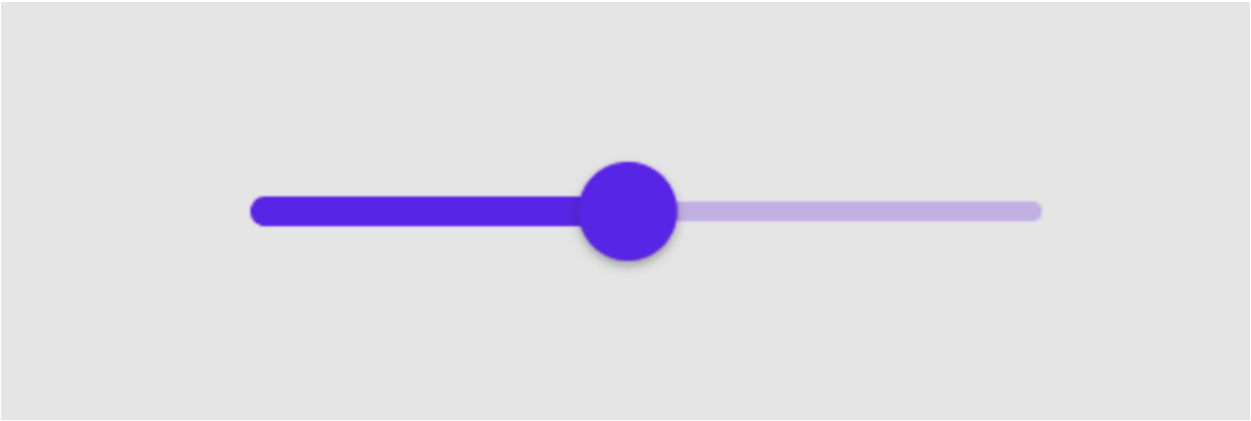
- You need to use React as an UI library. You can use any meta-framework or build tooling on top (such as Next.js, Remix, Vite, etc.).
- Avoid using any 3rd party dependencies except the framework. Everything can be achieved using the standard web APIs (JS APIs provided by browsers like Intl, IntersectionObserver, etc.).
- You do not have to worry about the polyfills for older browsers. Make sure it works on the latest version of Chrome and Firefox. It should also work on mobile browsers.
- Timebox the task to 2 hours. You don't have to finish every task.
- You should make the component as portable and generic as possible, so that it can be used in different contexts.

The component should at least accept the following props:

- **min:** Minimum value of the slider
- **max:** Maximum value of the slider
- **value:** the current value of the slider
- **width:** the width of the slider

Design of the slider

This should give you a good starting point.



Where to develop the slider?

You should create a private GitHub repo, keep the project there and share it with us (ideally we would be able to see the commit history).

The GitHub repo must contain a README describing the project, how to get it running, the choices made and tradeoffs encountered, and any additional details you would like to share with us.

What would catch our attention?

- Care for UX.
- Good documentation.
- Clean code.
- Problem solving using the right tools.