**INTRODUCTION**

The application is a form developed with Vite and React that allows users to enter personal information such as name, email, phone, and password. After validating the fields, the "Save" button is enabled and takes the user to a successful verification page.

**INSTALLATION**

Follow the steps below to install and set up the application in your local environment:

1 Make sure you have NodeJS 16.15 or later installed on your computer. [Click here](https://nodejs.org/en/) to access NodeJS website and download the current LTS Version

2 Clone or download this repo on your machine.

3 Open a terminal on your project's root folder

4 Run npm install to install all dependencies to your computer.

5 Run npm run dev to run the project on localhost:3000 (Note: The localhost may vary depending on your environment configuration. In the example above, you can access the application locally using the default address http://localhost:3000. Make sure to use the correct address according to your environment configuration.)

**File Structure**

The file structure and most important files of the application are as follows:

VerifyMY\_frontend\_test

├── node\_modules

├── public

│ ├── index.html

│ ├── favicon.ico

│ ├── manifest.json

├── src

│ ├── App.jsx

│ ├── Assets

│ │ ├── fonts

│ ├── components

│ │ ├── Forms

│ │ │ ├── Button.jsx

│ │ │ ├── Button.module.css

│ │ │ ├── Checkbox.jsx

│ │ │ ├── Checkbox.module.css

│ │ │ ├── Input.jsx

│ │ │ ├── Input.module.css

│ │ │ └── InputMobile.jsx

│ │ ├── Login

│ │ │ ├── Congrats.jsx

│ │ │ ├── Congrats.module.css

│ │ │ ├── Login.jsx

│ │ │ ├── Login.module.css

│ │ │ ├── LoginForm.jsx

│ │ │ └── LoginForm.module.css

│ │ ├── Header.jsx

│ │ ├── Header.module.css

│ │ ├── HeaderCongrats.jsx

│ │ └── HeaderCongrats.module.css

│ ├── Helper

│ │ └── Head.jsx

│ ├── Hooks

│ │ └── useForm.jsx

│ ├── index.jsx

│ └── App.css

├── .eslint.json

├── .eslintrc.cjs

├── .gitignore

├── index.html

├── package.json

├── package-lock.json

├── README.txt

└── vite.config.js