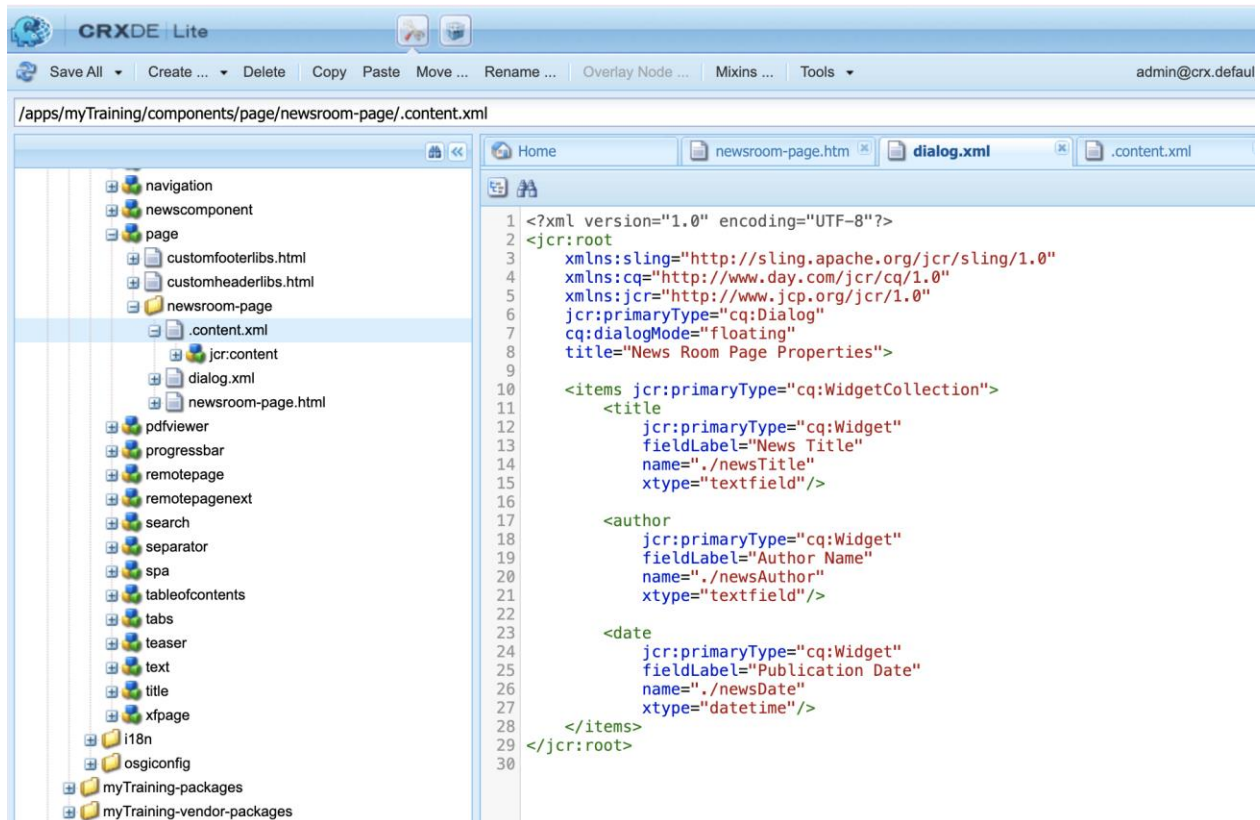


21-03-2025 -Task

By Harini A

1.Create News room page component using base page component



CRXDE Lite

Save All Create ... Delete Copy Paste Move ... Rename ... Overlay Node ... Mixins ... Tools admin@crx.default

/conf/myTraining/settings/wcm/templates

- language navigation
- list
- navigation
- newscomponent
- page
 - customfooterlibs.html
 - customheaderlibs.html
 - newsroom-page
 - .content.xml
 - jcr:content
 - dialog.xml
 - newsroom-page.html
- pdfviewer
- progressbar
- remotepage
- remotepagenext
- search
- separator
- spa
- tableofcontents
- tabs
- teaser
- text
- title
- xpage
- i18n
- osgiconfig
- mvTraining-packages

Home newsroom-page.h dialog.xml .content.xml

```
1 <sly data-sly-use.base="your-project/components/page/base-page.html"/>
2 <sly data-sly-call="${base.page @ title='News Room'}/>
3
4 <div class="newsroom-container">
5   <h1>${currentPage.title}</h1>
6   <div data-sly-resource="news-list" data-sly-unwrap></div>
7 </div>
8
9 <sly data-sly-use.footer="your-project/components/structure/footer.html"/>
10 <sly data-sly-call="${footer.render @ context='html'}/>
11
```

Adobe Experience Manager

NewsPageComponent

- Campaigns
 - campaigns
- Outbound Marketing
 - outbound-marketing
- myTraining

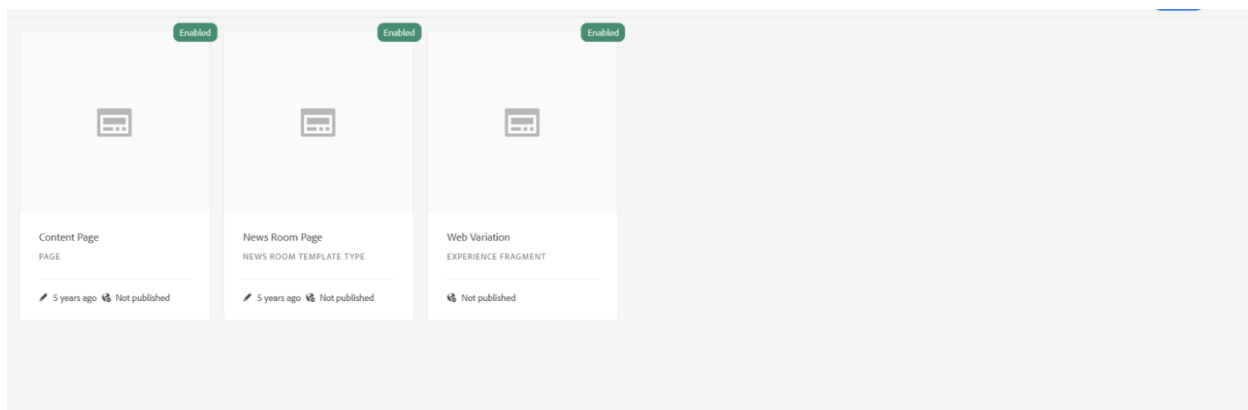
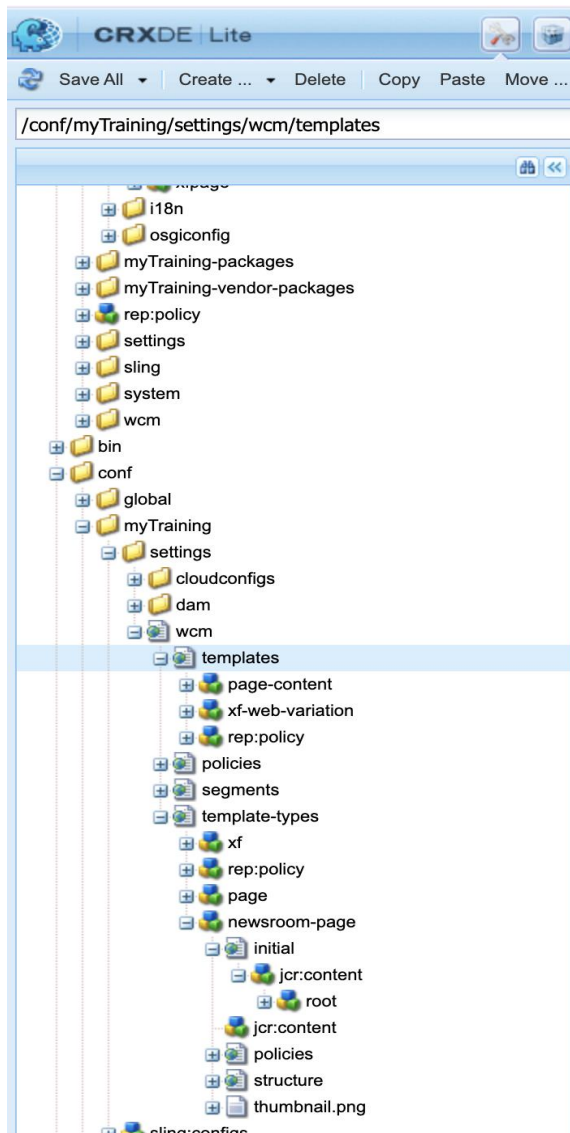
us en

- HelloWorld
 - helloworld
- NewsComponent
 - newscomponent
- NewsPageComponent
 - newspagecomponent

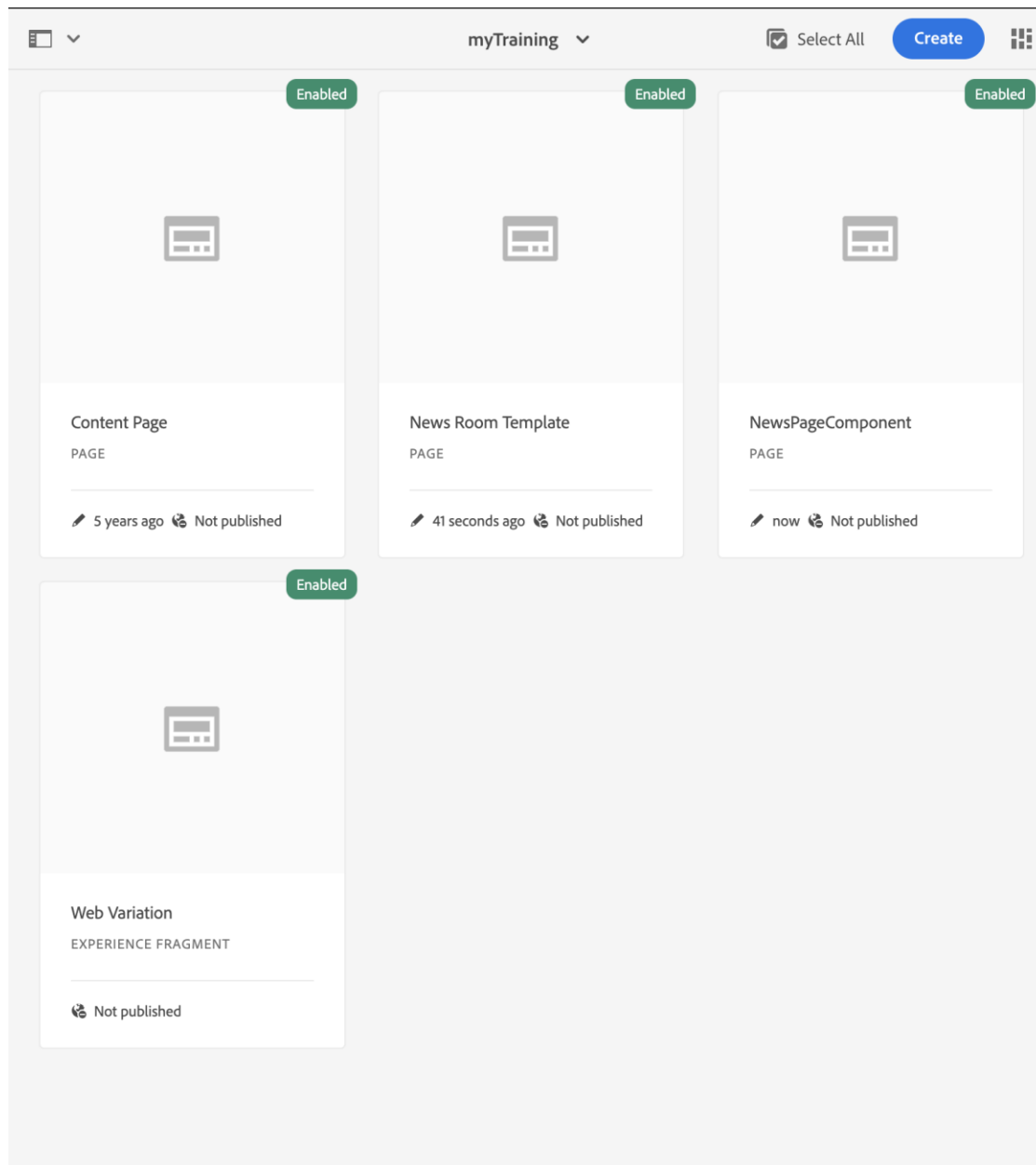
NewsPageComponent

Title	NewsPageComponent
Name	newspagecomponent
Template	Content Page
Modified	a few seconds ago
Modified By	Administrator
Language	English
Published	Not published

2.Create News room template type by using news room page component



3.Create News Room Template using news room template type.



4. Apply the styling to news/ hello world component from ui.frontend folder

In Newsroom.scss

```
.newsroom {  
  background-color: #f5f5f5;  
  padding: 20px;  
  border-radius: 8px;  
  
  h1 {  
    color: #333;  
    font-size: 24px;  
  }  
  
  p {  
    font-size: 16px;  
    color: #666;  
  }  
}
```