```
app/
├── node_modules/
├── public/
│   └── vite.svg
├── src/
│   ├── assets/
│   │   └── react.svg
│   ├── App.css
│   ├── App.jsx
│   ├── index.css
│   └── main.jsx
├── .gitignore
├── eslint.config.js
├── index.html
├── package-lock.json
├── package.json
├── README.md
└── vite.config.js
```

Folder Structure

1. Node Modules 🗁:

- Purpose: This folder contains all the dependencies and packages your project needs.
- Generated by: npm install
- Tip: Don’t touch this manually; it’s auto-managed. It's excluded using .gitignore.

2. Public 🗁:

- Purpose: Contains static files that do not go through the Vite build process.
- Example: vite.svg — a default logo provided by Vite.
- Use Case: Place public assets like logos, favicon, etc. here.
- Access: Use them with /vite.svg in your code.

3. Src 🗁 (Source) :

This is the main folder where your React application lives.

- Assets 📂 : Stores images, logos, icons, etc.
- App.jsx : This is the heart of your app, the main component. You write your app's UI logic here. Used inside: main.jsx
- App.css : Styles for App.jsx. Helps you separate logic and design.
- index.css : Global styles for your whole application.
- main.jsx : Entry point for React app. Renders App.jsx into the DOM.

4. .gitignore :

- Purpose: Tells Git which files/folders to ignore (like node_modules, .env etc.)

5. eslint.config.js :

- ESLint helps catch errors and enforce code style.
- This config file defines rules and plugins.

6. index.html :

- Main HTML file that Vite uses as a template.
- Contains: where React mounts.

7. package.json

- Very important: It describes your project.
- Contains:
  - Project name, version
  - Scripts (dev, build, etc.)
  - Dependencies

8. package-lock.json

- Auto-generated by npm.
- Locks exact versions of dependencies to ensure consistency.

9. README.md :

- Markdown file for project description.
- You can write instructions, tech used, and how to run the project.

10. vite.config.js

- Configuration file for Vite.
- Used to add plugins, change default settings like aliases, server ports, etc.