

Closer Look: public/ vs assets/ for Image Storage

The public/ Folder

As shown in the previous lecture you can store images in the `public/` folder and then **directly reference** them from inside your `index.html` or `index.css` files.

The reason for that is that images (or, in general: files) stored in `public/` are made **publicly available** by the underlying project development server & build process. Just like `index.html`, those files can directly be visited from inside the browser and can therefore also be requested by other files.

If you try loading `localhost:5173/some-image.jpg`, you'll be able to see that image (if it exists in the `public/` folder, of course).

The src/assets/ Folder

You can also store images in the `src/assets/` folder (or, actually, anywhere in the `src` folder).

So what's the difference compared to `public/`?

Any files (of any format) stored in `src` (or subfolders like `src/assets/`) are **not made available to the public**. They can't be accessed by website visitors. If you try loading `localhost:5173/src/assets/some-image.jpg`, you'll get an error.

Instead, files stored in `src/` (and subfolders) can be used in your code files. Images imported into code files are then picked up by the underlying build process, potentially optimized, and kind of "injected" into the `public/` folder right before serving the website. Links to those images are automatically generated and used in the places where you referenced the imported images.

Which Folder Should You Use?

You should use the `public/` folder for any images that should **not be handled by the build process** and that should be **generally available**. Good candidates are images used directly in the `index.html` file or favicons.

On the other hand, images that are used **inside of components** should typically be stored in the `src/` folder (e.g., in `src/assets/`).