



NEXT.JS



CATCH ALL SEGMENTS

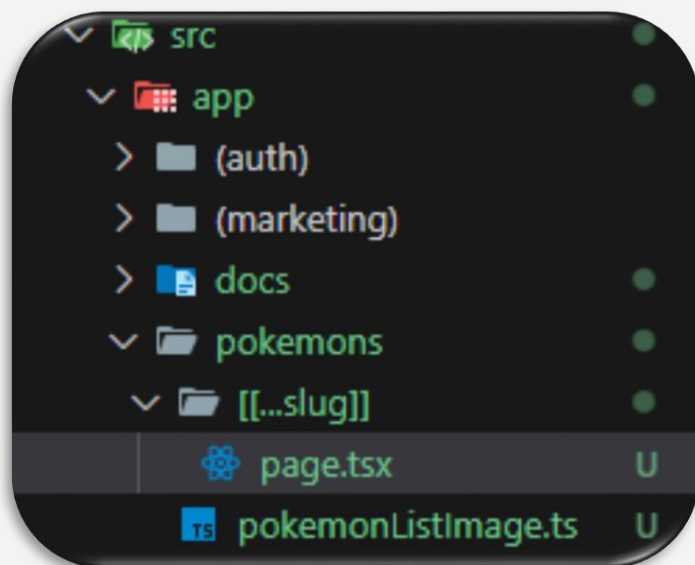


**DO YOU WANT TO CREATE A POKÉMON
BATTLE IN NEXT.JS?**



**THEN YOU NEED TO KNOW WHO YOUR OPPONENT
IS... AND FOR THAT, CATCH ALL SEGMENTS WILL
BE YOUR POKÉDEX!**

[...SLUG]



```
layouts-demo > src > app > pokemons > [...slug] > page.tsx > ...
1  import Image from "next/image";
2  import pokemonListImage from "../pokemonListImage";
3  export default async function Pokemons({
4    params,
5  }): {
6    params: Promise<{ slug: string[] }>;
7  } {
8    const { slug = [] } = await params;
9    > if (slug.length === 2) { ...
32  }
33 > if (slug.length === 1) { ...
46  }
47 > return ( ...
54  );
55 }
56
```

URL SCENARIOS:

- **/POKEMON/PIKACHU/VS/BULBASAUR → PIKACHU IS BATTLING BULBASAUR!**
- **/POKEMON/FIRE/CHARIZARD/VS/WATER/BLASTOISE → EVEN MULTI-SEGMENT BATTLES ARE POSSIBLE.**

WHY USE CATCH ALL SEGMENTS?

- **FLEXIBILITY: EASILY HANDLE COMPLEX AND DEEPLY NESTED URL STRUCTURES.**
- **ADVANCED ROUTING: EMBED BATTLES, ABILITIES, ELEMENT TYPES, AND MORE DIRECTLY INTO THE PATH.**
- **REAL-WORLD APPLICATIONS: PERFECT FOR BLOGS, NESTED CATEGORIES, DYNAMIC CONTENT, AND MORE.**

IF WE'RE BUILDING POKÉMON BATTLES IN **NEXT.JS**, THEN **CATCH ALL SEGMENTS** ARE OUR ULTRA BALL!



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```
export default function AlbeyazimSoft() {  
  return (  
    <>  
    <h1>The series will continue...</h1>  
    <h1>Don't forget to like and share!</h1>  
    </>  
  );  
}
```

