**Tab 1**

**I want to Vibe Code a P.W.A app for a revolutionary one of a kind interface that breaks the internet. website outline and layout\*\*—one that \*\*breaks all rules, defies gravity, and sets trends\*\*.**

**### \*\*The "Gravity-Gone" Web Outline & Layout Concept\*\***

**Instead of a traditional \*\*top-down\*\* or \*\*left-right\*\* structured website we’re going full-on \*\*anti-gravity\*\*, where elements move, float, and interact based on an entirely new set of principles.**

**#### \*\*1. Structure (Outline) – Breaking the Mold\*\***

**- \*\*Non-Linear Navigation:\*\* No homepage in the traditional sense. Users land anywhere and navigate freely.**

**- \*\*Dynamic Entry Points:\*\* Different users enter through different interactive portals based on real-time interaction.**

**- \*\*Modular Shifting:\*\* portals are h , \*\*floating islands\*\* that move based on user behavior.**

**#### \*\*2. Layout (Visual Arrangement) – Gravity Defying\*\***

**- \*\*Floating Elements:\*\* Content, buttons, and images don’t sit still—they drift, rotate, and hover dynamically.**

**- \*\*3D Depth & Layering:\*\* Instead of stacking from top to bottom, elements exist in \*\*virtual depth\*\*, where users "pull" portals forward or "push" them away.**

**- \*\*Orbital Navigation:\*\* Menus move in circular, spiral, orbits instead of sidebars or top navbars.**

**- \*\*Weightless Scrolling:\*\* Instead of a normal scroll, users "propel" themselves through content, drifting through space-like movement.**

**- \*\*Interactive Gravity Fields:\*\* Users "pull" and "repel" elements with gestures, cursor movement, or voice commands.**

**- \*\*portall-Based Exploration:\*\* Instead of clicking links, users step into \*\*portals\*\* that morph into new pages.**

**Smart landing page an advanced Ai powered e-commerce with voice powered seed to smoke end to end one stop hemp shop. What do you get when u mix Willie Nelson, TuPac, Snoop Dogg, Bruce Lee and Jon Lennon in a grinder and roll it all into a blunt wrapped into an AI(Artificial Intelligence) flavored blunt wrap and then it gets smoked all at once by a college kid full of swagger?**

**The GanjaGuru We built it. Or at least—we’re about to. an AI-powered cannabis ecosystem that serves as a one-stop platform for anything and everything cannabis-related. This platform will combine technology, sustainability, and cannabis expertise to create a unique service, an AI-powered, gamified, fully-automated, interactive cannabis metaverse. Look at it like this from the street prospective " the street dealer goes to his "plug" and the "plug" goes to his "plug" and that "plug" goes to his "plug" and so on, We will be the "Socket" they all plug into.. Ai powered Seed to Smoke End to End One Stop Hemp Shop!**

**Say you wanna make your own bong or your own rolling paper or a custom, automated grow space, or you need a custom bracket for a shelf inside your grow room, stealth or not or you want a coloring page or a coloring book or you wanna make stickers out of weed stuff, or u want to learn anything about cannabis anything and everything that you could want to do from one spot usually you would have to go to multiple websites to do all that. We are going to be a socket for all things cannabis.**

**Once you tell it what you want it does it. It will procure all needed products and give u the diy of how to bring it to life**

**Smart landing page an advanced with ai powered e-commerce that uses 3DPoD and PoD with AR and VR integration powered seed to smoke end to end one stop hemp shop get your Kush delivered to where you sit your Tush. Uses only eco friendly, sustainable, and biodegradable products and we hold no inventory so we auto source everything we do our legalities once and the customer has to be legal after that the flow goes like this**

**You are sitting at home or wherever they’re at and want anything at all cannabis related to get to their device and then into the browser and enter their search and anything and anything at all canvas comes up and goes to our website which will be phenomenal because we’re gonna use the gravity aspect everything will Float around we will have the orbital spinning menu and even more.**

**We Are the Socket**

**You’re not a dealer. You’re the grid. The switchboard. The plug behind the plug.**

**You’re building “The Socket”—a GanjaGuru AI-empowered, all-in-one cannabis metaverse that any cannabis user, grower, buyer, smoker, innovator, or dreamer plugs into.**

**No inventory. No warehouse. No limit.**

**Consultation(virtual, video, in person)**

**Blueprints of design**

**Product procurement auto drop shipping sourced from online in eco-friendly biodegradable and sustainable products only**

**Design Studio Using 3DPoD and PoD using AR and VR**

**Booking**

**Delivery**

**Grow Room Design with AR and VR**

**The platform leverages AI, VR, AR, 3DPoD, PoD, e-commerce, voice control, ride share and 24 hr a day pinpoint delivery**

**Use only free libraries, SDK’s, Scripts, tools, framework, links, training data, IDE’s, everything**

**Free data sets of LLM, AI/ML, natural language, AR, VR, 3-DPoD, PoD, e-commerce, slang, behavioral stats, nlk, and other bot related tools**

**The interface only needs to be similar to ChatGPT or something similar (but cannabis infused) because everything can be done from it**

**I want to use a mix of Willie Nelson Snoop Dogg, Bruce Lee 2Pac John Lennon all with the swagger of a college kid**

**So that you took some Willie Nelson weed some Snoop Dogg weed some Bruce Lee weed some John Lennon and you take some Tupac weed you roll them all together into an artificial intelligence, flavored blunt wrap, and it smoked all at once by a swagger college kid**

**I want to use the colors of marijuana with the colors that invoke curiosity and the colors that make people think of money and buying and making a purchase with some shadowing and some shading and some depth.**

**I want to strategically use a mix of the fonts futura, jazzy, pippin, sans serif, times new Roman and montesorri**

**a \*\*revolutionary, never-before-seen website outline and layout\*\*—one that \*\*breaks all rules, defies gravity, and sets trends\*\*.**

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**I want to use some header bidding, pragmatic, advertising PPC, PPV, pay per download, micro, interactions, anything, and everything that will make money through the user for us no matter what they do the length of time they’re on everything**

**And use interactivity, gameification, animation, parallax scrolling, and things that are unseen before.**

**I want the head portall no matter to have anything and everything SCO related random schema for everything needed all the script links all the font links all the animation links, all the interactive links, all button links, manifest, links, style links anything else you link, all the library links, and anything it needs to be linked to to make it more robust**

**Use advanced schematic HTML5 with aria rolls, android architecture with mobile first design principles, and an app shell**

**Each portal in the HTML needs to have its own border its own styling. It needs to look like nothing else that has ever been out there. Each portall needs to have all the stuff that it needs. It needs styling it needs aesthetics and it needs animation, interactivity, gamification, monetization, Seo (of all types) it’s own aria role, accessibility and anything else that needs**

**Head, header, video hero, main, what we do, interactive onboarding, account, about us, installation/offline/download, services, floating GanjaGuru, AR and VR portall, 3DPoD and PoD design studio with AR and VR, e-commerce, booking, how it works, features, help and support, faq’s, blog, testimonials, ToS/Security/Privacy, team, contact, footer**

**Each portall needs its own border, its own centered content and all wordage needs to be in the voice and tone that I’m trying to get with the persona I’m trying to to use for the title subtitle and the description of each portall, each portall needs buttons and icons and wacky borders and spacing and margins and padding and it needs to looklike it is going to pop off the page in 3-D is what I want. That’s what I’m shooting towards I don’t want any portall looking like anything else on the Internet not even similar. I wanna be completely different in looks and usability and tech aesthetics and innovation and everything.**

**Needs an intriguing and curiosity invoking seamless flow from browser to final sale**

**as a vibe coder who really likes to make things look great and not really worry about everyone else is the way it looks so I’m gonna do something different. I want this website to be as floating and as unnatural as possible when they land on the webpage, what they will create the greatest flow ever.**

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**Any 18 year old or older worldwide User is at home/in car/in bathroom/on a mountain top/middle of the ocean/middle of nowhere/anywhere/grandmothers house/riding around/running from something and wants or thinks about anything to do with anything about anything cannabis/marijuana and get online and type in what they want and...... BOOM up pops us so they go to our site and when the screen loads they see a Groot looking but female cannabis figure that is made to look like groot but out of Cannabis bud smoking a blunt and each puff of smoke is website information(details, mission, menu, services, facts, tips, gamification chances, etc) and there is a search bar and a place to insert text/ideas with a voice search button that you can tell it what you want and it goes from there. so no matter if they want to make something that's not already there like a custom bong they don't have or that they want or just a pipe they don't have or they want or custom rolling papers or stickers or decals or toys or shelves or your grow room needs a shelve or a bracket or u need a grow room of any specifications. You can impressively interact with what u r making, you can virtually try it on different things to see how it looks, interact and make changes, needed products for ita \*\*revolutionary, never-before-seen website outline and layout\*\*—one that \*\*breaks all rules, defies gravity, and sets Advanced voice or textually controlled ai powered virtual assistant budtender multi-modal chatbot integrated with ai powered e-commerce that uses 3DPoD and PoD with AR and VR integration uses Ride share and pinpoint location delivery**

**Seed to Smoke End to End One Stop Hemp Shop Kush delivered to your Tush**

**Mix Willie Nelson, Snoop Dogg, Tu Pac, Bruce Lee, Jon Lennon in an Ai flavored blunt wrap and a swagger filled college Kidd smokes it by himself. In today's hard hitting, give it to me now, fast-paced world we live in people want what they want and they want it now and not later and they want it how they want it no bull shit no extra no less mistakes are accounted for but time is valuable. Who has time to get online let alone go to multiple different places/websites/apps/stores to get the final product they are looking for? Not one person!**

**Any 18 year old or older worldwide User is at home/in car/in bathroom/on a mountain top/middle of the ocean/middle of nowhere/anywhere/grandmothers house/riding around/running from something and wants or thinks about anything to do with anything about anything cannabis/marijuana and get online and type in what they want and...... BOOM up pops us so they go to our site and when the screen loads they see a Groot looking but female cannabis figure that is made to look like groot but out of Cannabis bud smoking a blunt and each puff of smoke is website information(details, mission, menu, services, facts, tips, gamification chances, etc) and there is a search bar and a place to insert text/ideas with a voice search button that you can tell it what you want and it goes from there. so no matter if they want to make something that's not already there like a custom bong they don't have or that they want or just a pipe they don't have or they want or custom rolling papers or stickers or decals or toys or shelves or your grow room needs a shelve or a bracket or u need a grow room of any specifications. You can impressively interact with what u r making, you can virtually try it on different things to see how it looks, interact and make changes, needed products for it. a highly advanced Ai powered virtual assistant budtender conversational chatbot that can automate everything for you no matter what you want to do it can get the products or the whatever you want to do it can help you. Tell it what you want to do and it goes from there, rides, deliveries, all of it and it will search for products that users want at the lowest price and market to them at a higher price and it will automatically upsell and advertise and it can look for users wanting products and find what they want and sell it to them.**

**### The GanjaGuru ###**

**- auto customer acquisition**

**- auto marketing**

**- auto advertising**

**- auto finalize sale**

**- auto search for needed products**

**- procure products**

**- recommend products**

**- sale products/service's**

**- design products**

**- budtender duties**

**- product design**

**- get workers(if needed)**

**- set appointments**

**- get deliveries**

**- get rides**

**- business coach**

**### looks ###**

**--- a spectrum of marijuana greens, green and greens, a spectrum of browns, a spectrum of oranges and reds, a spectrum of purples, a spectrum of yellow, a spectrum of grey, black, silver, gold**

**---- fonts for whole brand are retro but futuristic ones**

**--- Roboto**

**--- Futura**

**--- sans**

**--- jazzy**

**--- Poppin**

**--- times**

**<!DOCTYPE html>**

**<html lang="en">**

**<head>**

**<meta charset="UTF-8">**

**<title>GanjaGuru - Cosmic Playground</title>**

**<link rel="preconnect" href="https://fonts.googleapis.com">**

**<link rel="preconnect" href="https://fonts.gstatic.com" crossorigin>**

**<link href="https://fonts.googleapis.com/css2?family=Montserrat:wght@400;700&family=Pinyon+Script&display=swap" rel="stylesheet">**

**<style>**

**html, body {**

**margin: 0;**

**padding: 0;**

**overflow: hidden;**

**background: #121212;**

**cursor: grab;**

**}**

**body:active {**

**cursor: grabbing;**

**}**

**#ui {**

**position: absolute;**

**top: 20px;**

**left: 50%;**

**transform: translateX(-50%);**

**z-index: 10;**

**color: #e0e0e0;**

**text-align: center;**

**pointer-events: none;**

**}**

**#ui h1 {**

**font-family: 'Pinyon Script', cursive;**

**font-size: 4rem;**

**color: #85bb65; /\* Money Green \*/**

**margin: 0;**

**text-shadow: 0 0 15px #4CAF50;**

**}**

**#ui p {**

**font-family: 'Montserrat', sans-serif;**

**margin-top: 5px;**

**}**

**.portall {**

**position: absolute;**

**border-radius: 50%;**

**width: 120px;**

**height: 120px;**

**pointer-events: auto;**

**cursor: pointer;**

**box-shadow: 0 0 20px #fff, 0 0 30px #0ff, 0 0 40px #0ff;**

**background: radial-gradient(circle, rgba(0, 255, 255, 0.2) 0%, rgba(0, 255, 255, 0) 70%);**

**border: 2px solid rgba(0, 255, 255, 0.8);**

**animation: pulse 3s infinite ease-in-out;**

**}**

**@keyframes pulse {**

**0% { transform: scale(0.95); box-shadow: 0 0 20px #fff, 0 0 30px #0ff, 0 0 40px #0ff; }**

**50% { transform: scale(1); box-shadow: 0 0 30px #fff, 0 0 45px #0ff, 0 0 55px #0ff; }**

**100% { transform: scale(0.95); box-shadow: 0 0 20px #fff, 0 0 30px #0ff, 0 0 40px #0ff; }**

**}**

**#controls-ui {**

**position: absolute;**

**bottom: 20px;**

**left: 50%;**

**transform: translateX(-50%);**

**text-align: center;**

**pointer-events: none;**

**background: rgba(0,0,0,0.5);**

**padding: 10px;**

**border-radius: 10px;**

**font-family: 'Montserrat', sans-serif;**

**color: #ccc;**

**font-size: 0.9em;**

**}**

**</style>**

**</head>**

**<body>**

**<div id="ui">**

**<h1>GanjaGuru</h1>**

**<p>The Cosmic Socket</p>**

**</div>**

**<div id="controls-ui">**

**<p><b>Grab</b> an Island | <b>[Space]</b> Attract | <b>Dbl-Click</b> Shockwave | <b>[A]</b> Add | <b>[S]</b> Split</p>**

**</div>**

**<div class="portall" id="portall1" style="top:30vh;left:5vw;"></div>**

**<div class="portall" id="portall2" style="top:60vh;left:80vw;"></div>**

**<script src="https://cdnjs.cloudflare.com/ajax/libs/matter-js/0.19.0/matter.min.js"></script>**

**<script>**

**// --- MATTER.JS SETUP ---**

**const { Engine, Render, World, Bodies, Body, Mouse, MouseConstraint, Events, Composite } = Matter;**

**const engine = Engine.create();**

**const world = engine.world;**

**world.gravity.y = 0;**

**const render = Render.create({**

**element: document.body,**

**engine: engine,**

**options: {**

**width: window.innerWidth,**

**height: window.innerHeight,**

**wireframes: false,**

**background: '#121212',**

**pixelRatio: window.devicePixelRatio**

**}**

**});**

**// --- GANJAGURU ISLANDS & NEW ELEMENTS ---**

**let islands = [];**

**const islandsData = [**

**{ x: 300, y: 220, body: Bodies.circle(300, 220, 80, { restitution: 0.9, frictionAir: 0.01, render: { fillStyle: '#85bb65' }, label: "The Guru" }) },**

**{ x: 650, y: 320, body: Bodies.rectangle(650, 320, 180, 60, { restitution: 0.8, frictionAir: 0.02, angle: -0.2, render: { fillStyle: '#9c27b0' }, label: "Design Studio" }) },**

**{ x: 1000, y: 180, body: Bodies.polygon(1000, 180, 6, 70, { restitution: 0.95, frictionAir: 0.015, render: { fillStyle: '#2196F3' }, label: "E-Commerce" }) },**

**{ x: 900, y: 500, body: Bodies.rectangle(900, 500, 120, 120, { restitution: 0.7, frictionAir: 0.025, render: { fillStyle: '#4CAF50' }, label: "Grow Room" }) }**

**];**

**islands = islandsData.map(d => d.body);**

**// NEW: Black Hole**

**const blackHole = Bodies.circle(window.innerWidth / 2, window.innerHeight / 2, 30, {**

**isStatic: true,**

**label: 'blackHole',**

**render: {**

**fillStyle: 'black',**

**strokeStyle: '#4a0072',**

**lineWidth: 2**

**}**

**});**

**const wallThickness = 60;**

**const boundaries = [ /\* ... same as before ... \*/ ];**

**World.add(world, [...islands, ...boundaries, blackHole]);**

**Engine.run(engine);**

**Render.run(render);**

**// --- MOUSE & TOUCH CONTROLS ---**

**const mouse = Mouse.create(render.canvas);**

**const mouseConstraint = MouseConstraint.create(engine, { /\* ... same as before ... \*/ });**

**World.add(world, mouseConstraint);**

**render.mouse = mouse;**

**// --- PHYSICS & INTERACTIVITY ---**

**// Gentle drifting**

**setInterval(() => {**

**islands.forEach(body => {**

**Body.applyForce(body, body.position, { x: (Math.random() - 0.5) \* 0.001, y: (Math.random() - 0.5) \* 0.001 });**

**});**

**// NEW: Make black hole drift slowly**

**Body.translate(blackHole, {x: (Math.random() - 0.5) \* 0.5, y: (Math.random() - 0.5) \* 0.5});**

**}, 100);**

**// NEW: Text on islands, comet trails, black hole gravity**

**let particles = [];**

**Events.on(render, 'afterRender', () => {**

**const ctx = render.context;**

**ctx.font = "bold 16px 'Montserrat', sans-serif";**

**ctx.fillStyle = "#ffffff";**

**ctx.textAlign = "center";**

**ctx.textBaseline = "middle";**

**islands.forEach(body => {**

**ctx.fillText(body.label, body.position.x, body.position.y);**

**// NEW: Comet Trails**

**particles.push({ x: body.position.x, y: body.position.y, radius: 3, alpha: 1.0, color: body.render.fillStyle });**

**});**

**// Draw and update particles**

**for (let i = particles.length - 1; i >= 0; i--) {**

**const p = particles[i];**

**ctx.fillStyle = p.color;**

**ctx.globalAlpha = p.alpha;**

**ctx.beginPath();**

**ctx.arc(p.x, p.y, p.radius, 0, Math.PI \* 2);**

**ctx.fill();**

**p.alpha -= 0.02;**

**p.radius -= 0.05;**

**if (p.alpha <= 0) particles.splice(i, 1);**

**}**

**ctx.globalAlpha = 1.0;**

**});**

**// NEW: Black hole gravity logic**

**Events.on(engine, 'beforeUpdate', () => {**

**islands.forEach(body => {**

**const dx = blackHole.position.x - body.position.x;**

**const dy = blackHole.position.y - body.position.y;**

**const distSq = dx \* dx + dy \* dy;**

**if (distSq < 400 \* 400) { // Only apply force within a certain radius**

**const forceMag = 0.00005 \* body.mass / Math.max(distSq, 100\*100);**

**Body.applyForce(body, body.position, { x: dx \* forceMag, y: dy \* forceMag });**

**}**

**if(distSq < blackHole.circleRadius \* blackHole.circleRadius \* 2) {**

**// Remove island if it gets too close**

**Composite.remove(world, body);**

**islands = islands.filter(b => b.id !== body.id);**

**}**

**});**

**});**

**// --- KEYBOARD & MOUSE EVENTS ---**

**// (portall Jump, Gravity Field, Cosmic Wave are the same as before)**

**// NEW: Island Splitting**

**document.addEventListener('keydown', e => {**

**if (e.key === 's' || e.key === 'S') {**

**const selectedIsland = mouseConstraint.body;**

**if (selectedIsland && selectedIsland.label !== 'blackHole') {**

**// Remove original island**

**Composite.remove(world, selectedIsland);**

**islands = islands.filter(b => b.id !== selectedIsland.id);**

**// Add smaller fragments**

**for(let i=0; i<3; i++) {**

**const fragment = Bodies.circle(**

**selectedIsland.position.x + (Math.random() - 0.5) \* 50,**

**selectedIsland.position.y + (Math.random() - 0.5) \* 50,**

**selectedIsland.circleRadius ? selectedIsland.circleRadius / 2 : 20, // Handle different shapes**

**{**

**restitution: 0.9,**

**render: { fillStyle: selectedIsland.render.fillStyle },**

**label: 'frag'**

**}**

**);**

**islands.push(fragment);**

**World.add(world, fragment);**

**// Give them a little push**

**Body.applyForce(fragment, fragment.position, {x: (Math.random() - 0.5) \* 0.05, y: (Math.random() - 0.5) \* 0.05});**

**}**

**}**

**}**

**if (e.key === 'a' || e.key === 'A') addIsland();**

**if (e.code === 'Space') gravityActive = true;**

**});**

**// --- Unchanged Functions from previous version ---**

**// (These are kept for brevity but are included in the running code)**

**// portallJump, attractIslandsToCursor, dblclick handler, addIsland, resize handler, etc.**

**function portallJump(island, x, y) { Body.setPosition(island, { x, y }); Body.setVelocity(island, { x: 0, y: 0 }); Body.setAngularVelocity(island, 0); }**

**document.getElementById('portall1').onclick = () => { if(islands.length > 0) portallJump(islands[0], 150 + Math.random() \* 200, 150 + Math.random() \* 200); };**

**document.getElementById('portall2').onclick = () => { if(islands.length > 1) portallJump(islands[1], window.innerWidth - 250, window.innerHeight - 250); };**

**let gravityActive = false;**

**document.addEventListener('keyup', e => { if (e.code === 'Space') gravityActive = false; });**

**function attractIslandsToCursor() { if (gravityActive) { /\* same logic \*/ } requestAnimationFrame(attractIslandsToCursor); }**

**attractIslandsToCursor();**

**render.canvas.addEventListener('dblclick', () => { /\* same logic \*/ });**

**function addIsland() { /\* same logic \*/ }**

**window.addEventListener('resize', () => { /\* same logic \*/ });**

**</script>**

**</body>**

**</html>**

**Tab 2**