

TASK- DAY -6

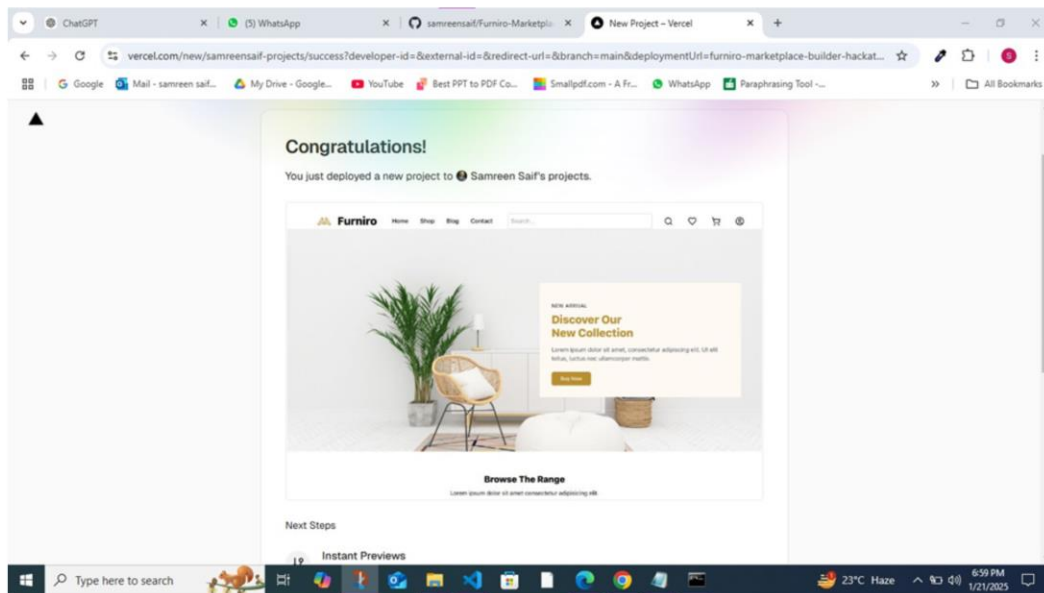
STEP #1

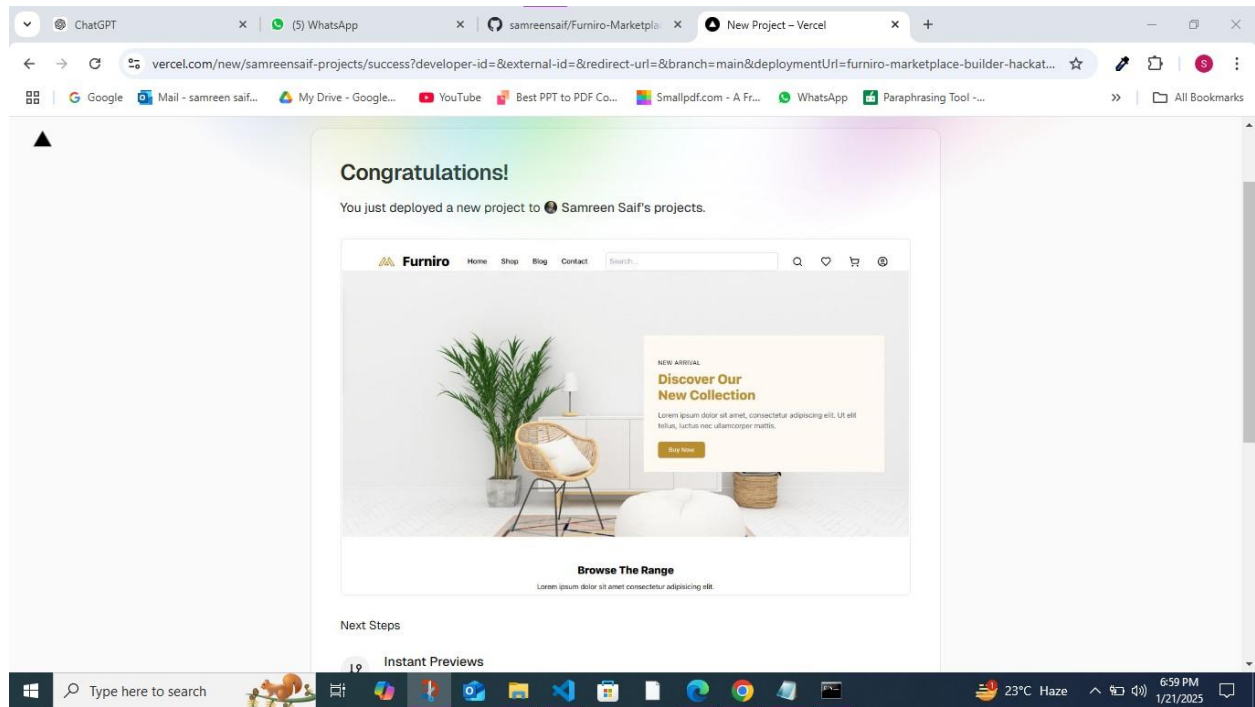


Hosting Platform Setup

VERCEL

<https://furniro-next-js.vercel.app/>





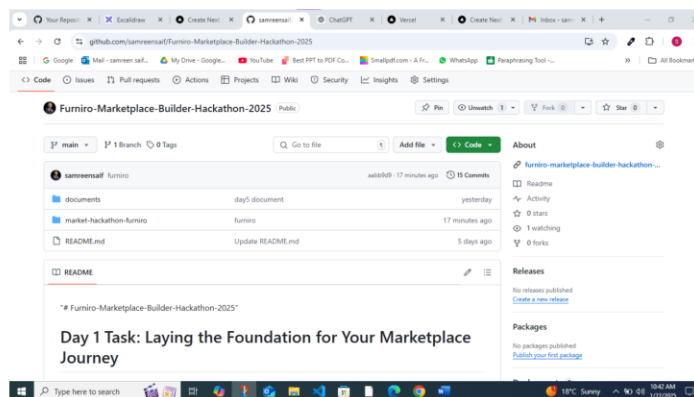
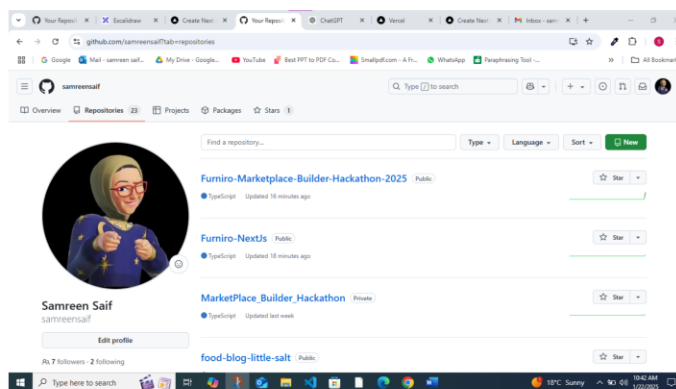
VERCEL LINK

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Hosting Platform Setup ✓

GITHUB

<https://github.com/samreensaif/Furniro-Marketplace-Builder-Hackathon-2025.git>



GIT HUB LINK

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Step 2: Configure Environment Variables



The screenshot shows a VS Code editor window with a file explorer on the left and a code editor on the right. The file explorer shows a project structure with folders like 'components', 'lib', 'sanity', 'services', 'utils', and 'env'. The code editor displays the contents of a file named '.env.local'. The file contains several environment variables, some of which are redacted with black boxes. The variables are:

```
1 NEXT_PUBLIC_SANITY_PROJECT_ID=
2 NEXT_PUBLIC_SANITY_DATASET="production"
3 NEXT_PUBLIC_SANITY_API_TOKEN=
4 NEXT_PUBLIC_EMAILS_SERVICE_ID=
5 NEXT_PUBLIC_EMAILS_TEMPLATE_ID=template
6 NEXT_PUBLIC_EMAILS_PUBLIC_KEY=
7 NEXT_PUBLIC_SHIPMENT_API_KEY=
8
9
10
11
```

A tooltip is visible over the code editor, displaying the text: "Chat (CTRL + I) / Edit (CTRL + L)".

Step 2: Validate Deployment



Build Logs & Dependency validation

```
Next.js 15.1.5
- Environments: .env.local

Creating an optimized production build ...
✓ Compiled successfully
✓ Linting and checking validity of types
✓ Collecting page data
✓ Generating static pages (12/12)
✓ Collecting build traces
✓ Finalizing page optimization

Route (app)
  o /
  o /_not-found
  o /blog
  o /cart
  o /checkout
  o /confirmation
  o /contact
  o /productComparison
  o /shop
  o /shop/[id]
  o /studio/[...tool]]
  o /wishlist
  + First Load JS shared by all
    chunks/1517-2ef17b91063ef1a4.js 50.6 kB
    chunks/4bd1b696-51180ec6e36870e.js 53 kB
    other shared chunks (total) 2.49 kB

  o (Static) prerendered as static content
  f (Dynamic) server-rendered on demand
```

```
Build output:
  o (Static) prerendered as static content
  f (Dynamic) server-rendered on demand

Final build size:
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