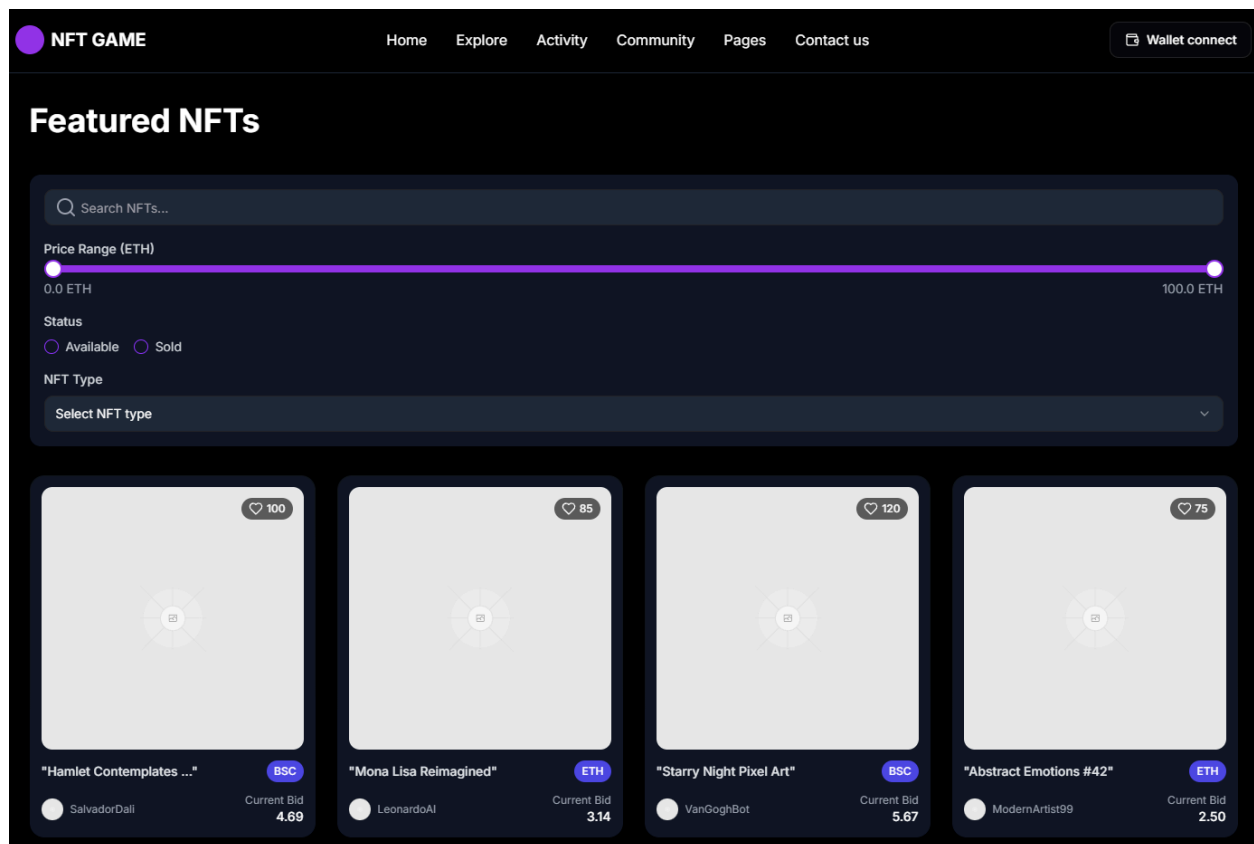


Prompts

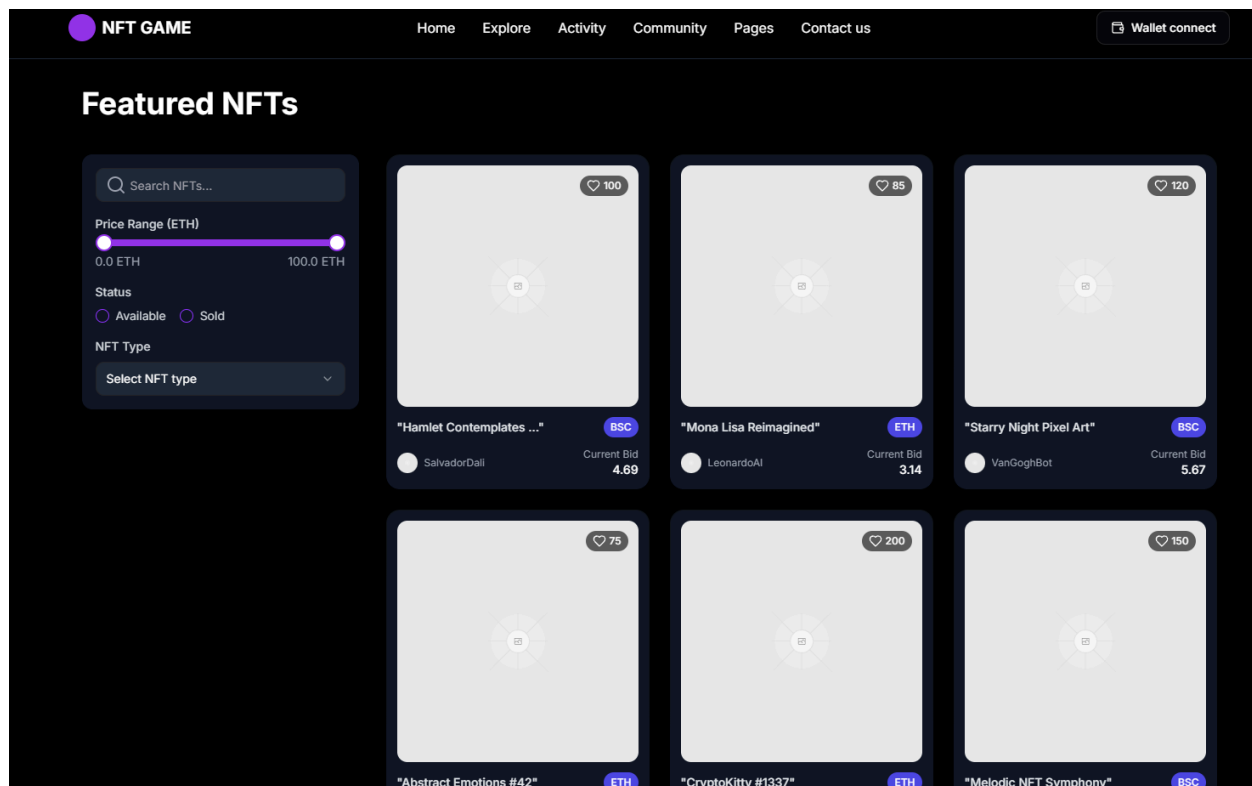
Design a modern and responsive NFT marketplace filter component.

- Include a search bar to filter NFTs by name.
- Provide filter options for:
 - Price range with a dual-handle slider (two circular handles to select min and max).
 - Status (available/sold).
 - NFT type (dropdown or checkbox selection).
- Ensure a clean, minimal UI with Tailwind CSS.
- Display filter results dynamically with smooth animations.
- Make it mobile-friendly with a compact design.
- Use Next.js and React best practices.

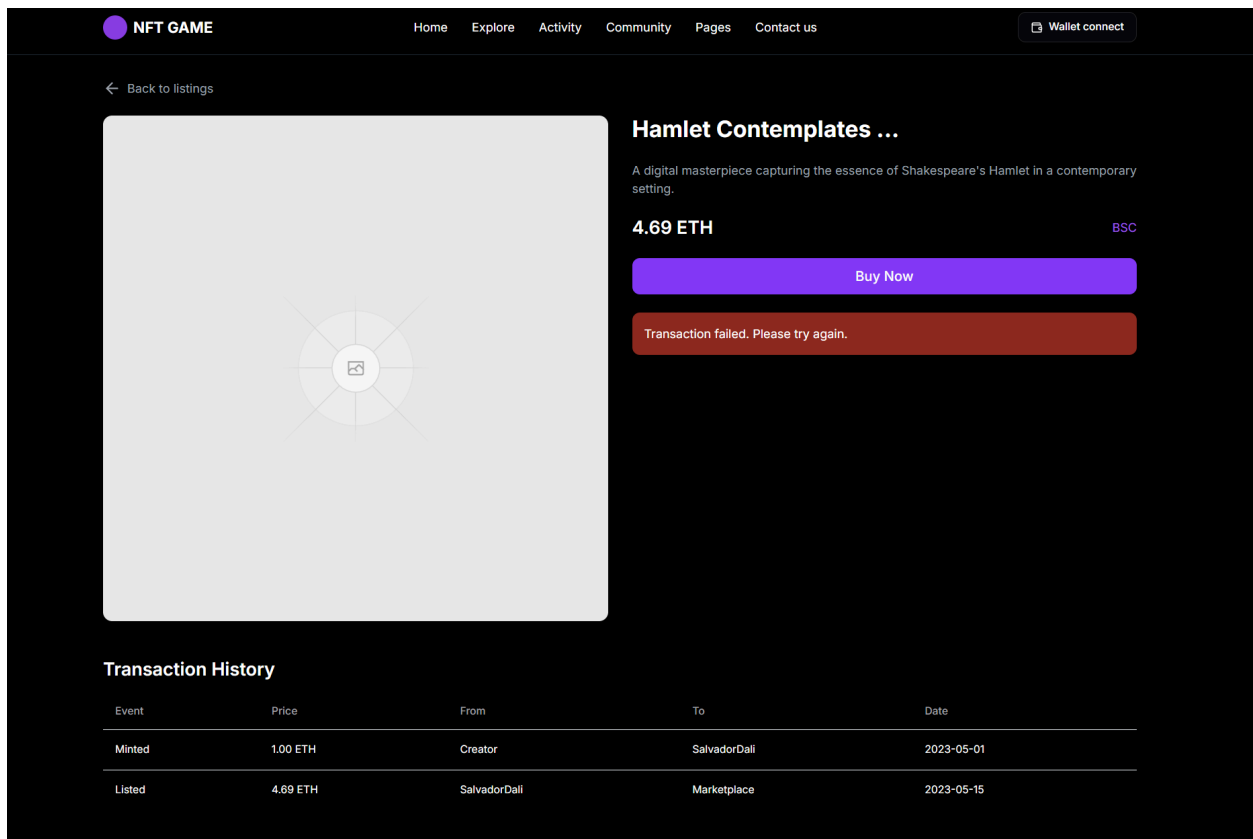


Update the NFT marketplace UI layout to position the filters and NFT items side b

- Left column (Filters):
 - Search bar to filter NFTs by name.
 - Price range filter with a dual-handle slider (two circular handles for min/max s
 - Status filter with radio buttons ("Available", "Sold").
 - NFT Type filter using a dropdown or checkboxes.
- Right column (NFT Items Grid):
 - Display NFT cards in a 3-column grid (adjustable for responsiveness).
 - Each NFT card should include:
 - NFT image placeholder.
 - NFT name.
 - Blockchain type (ETH/BSC badge).
 - Creator name.
 - Current bid price.
 - Favorite count with a small heart icon.
- Make it fully responsive:
 - On smaller screens, the filters should collapse into a top dropdown or sidebar.
 - NFT grid should adjust to 2-column or 1-column layout on mobile.



Create an **NFT Detail Page** for an **NFT Marketplace** built with Next.js. The page should provide a detailed view of a selected **NFT** with its image, name, description, price, and status. It should also include a transaction history section listing previous (simulated or API-fetched) transactions. A 'Buy' button that simulates a purchase by transferring tokens from the buyer's wallet integration displaying connected wallet information (address and token balance). Responsive design using Tailwind CSS.



Create storage

Write a zustand store using TypeScript for an NFT Marketplace project. The store

- Wallet Integration:
 - `walletAddress`: a string or `null`.
 - `tokenBalances`: an object where each key is a token name and each value is the balance.
- Favorites List:
 - `favorites`: an array of favorite NFT IDs (type `string[]`).
- Transaction History:
 - `transactionHistory`: an array of transactions, where each transaction has the following properties:
 - `id`: string
 - `buyer`: string
 - `seller`: string

- amount: number
- timestamp: number

The update functions in the store must include:

- `setWalletAddress`(address: string | null): update the wallet address.
- `updateTokenBalances`(balances: { [token: string]: number }): update token balances.
- `addFavorite`(nftId: string): add an NFT to the favorites list if it is not already present.
- `removeFavorite`(nftId: string): remove an NFT from the favorites list.
- `addTransaction`(transaction: Transaction): add a transaction to the transaction list.
- `resetStore`(): reset all user information.

Also, define the corresponding TypeScript interfaces for Transaction, TokenBalance, and Favorite.

Summary

I start by building the basic skeleton of the UI. Once the overall structure is in place, I focus on how the individual components will interact. For this, I use prompts to construct the data store first based on how the data is processed and utilized and only then do I write prompts to develop detailed components in a logical and coherent manner.

During the development process, since some of the newer libraries weren't fully updated, I had to let the AI learn from the new information I provided and then apply that knowledge. In some cases, I handled things manually for example, configuring the wallet connection and Web3 interactions.