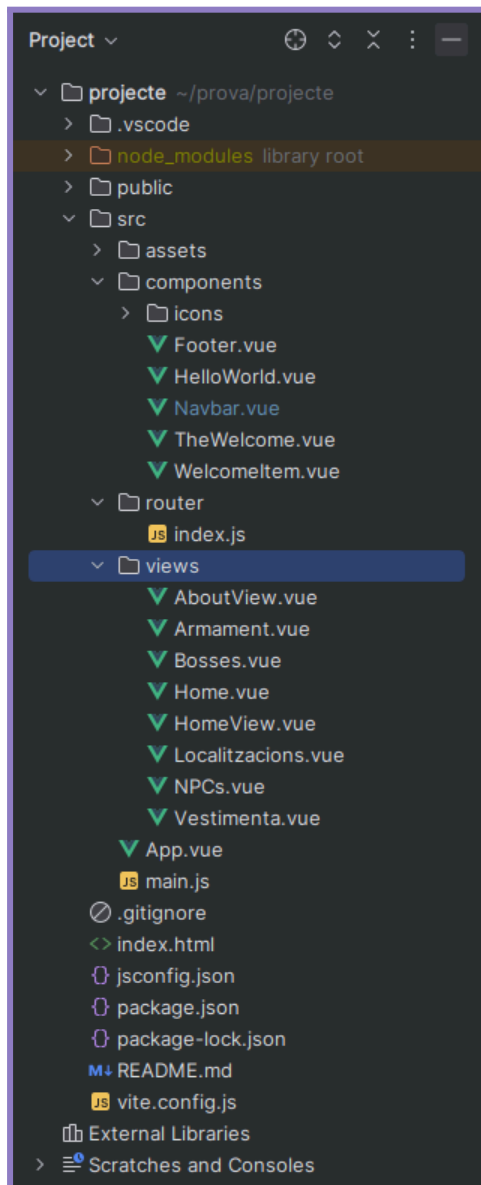


Projecte MP09 UF2

Vue

Codi:

Aquí es pot veure tot el contingut del projecte:



Home.vue conté el codi següent:

```
▼ Home.vue x ▼ Footer.vue ▼ Navbar.vue JS main.js JS in
1  <template>
2    <section class="hero is-primary is-fullheight">
3      <div class="hero-body">
4        <div class="container">
5          <h1 class="title">
6            Benvinguts a la meua aplicació de vue.js
7          </h1>
8          <h2 class="subtitle">
9            Esta es la página de inici
10          </h2>
11        </div>
12      </div>
13    </section>
14  </template>
15
16  <script>
17    no usages 1 sleshuck
18    export default {
19      name: 'Home'
20    };
21  </script>
22
23  <style scoped>
24    .hero {
25      background: url('/home/alumne/prova/projecte/src/assets/eldenring.jpg') no-repeat center center;
26      background-size: cover;
27      display: flex;
28      align-items: center;
29    }
30
31    .container {
32      text-align: center;
33    }
34
35    .title {
36      font-size: 3rem;
37    }
38
39    .subtitle {
40      font-size: 1.5rem;
41    }
42  </style>
```

Navbar.vue conté el codi següent:

```
▼ Navbar.vue × ▼ Home.vue ▼ Footer.vue JS main.js
1  <template>
2    <nav class="navbar">
3      <div class="navbar-brand">
4      </div>
5      <div class="navbar-menu" :class="{ 'is-active': isActive}">
6        <div class="navbar-start">
7          <router-link class="navbar-item" to="/">Home</router-link>
8          <router-link class="navbar-item" to="/Localitzacions">Localitzacions</router-link>
9          <router-link class="navbar-item" to="/NPCs">NPCs</router-link>
10         <router-link class="navbar-item" to="/Armament">Armament</router-link>
11         <router-link class="navbar-item" to="/Vestimenta">Vestimenta</router-link>
12         <router-link class="navbar-item" to="/Bosses">Bosses</router-link>
13       </div>
14     </div>
15   </nav>
16 </template>
17
18 <script>
19 2 usages 1 sleshuck
20 export default {
21   name: 'Navbar',
22   data() {
23     return {
24       isActive: false
25     };
26   },
27   methods: {
28     toggleMenu() {
29       this.isActive = !this.isActive;
30     }
31   }
32 };
33 </script>
34
35 <style scoped>
36 .navbar {
37   background-color: #333;
38   color: #fff;
39 }
40
41 .navbar-item {
42   color: #fff;
43   margin-right: 10px;
44 }
45
46 .navbar-item:hover {
47   background-color: #444;
48 }
49
50 .is-active .navbar-menu {
51   display: block;
52 }
53 </style>
```

Footer.vue conté el codi següent:

```
Footer.vue x Navbar.vue Home.vue JS main.js JS ind
1 <template>
2   <footer class="footer">
3     <div class="content has-text-centered">
4       <p>
5         <strong>My Vue.js App</strong> by <a href="#">Svyatoslav</a>. The source code is licensed
6         <a href="#">MIT</a>.
7       </p>
8     </div>
9   </footer>
10 </template>
11
12 <script>
13   no usages 1 slashuck
14   export default {
15     name: 'Footer'
16   };
17 </script>
18
19 <style scoped>
20   .footer {
21     background-color: #333;
22     color: #fff;
23     padding: 2rem 1.5rem;
24   }
25
26   a {
27     color: #fff;
28   }
29
30   a:hover {
31     color: #ccc;
32   }
33 </style>
```

index.js conté el codi següent:

```
JS index.js × ▼ Home.vue ▼ Navbar.vue
1 import { createRouter, createWebHistory } from 'vue-router';
2 import Home from '@/views/Home.vue';
3 import Localitzacions from '@/views/Localitzacions.vue';
4 import NPCs from '@/views/NPCs.vue';
5 import Armament from '@/views/Armament.vue';
6 import Vestimenta from '@/views/Vestimenta.vue';
7 import Bosses from '@/views/Bosses.vue';
8
9 const routes :[(path: string, component: {na... = [
10   {
11     path: '/',
12     name: 'Home',
13     component: Home
14   },
15   {
16     path: '/Localitzacions',
17     name: 'Localitzacions',
18     component: Localitzacions
19   },
20   {
21     path: '/NPCs',
22     name: 'NPCs',
23     component: NPCs
24   },
25   {
26     path: '/Armament',
27     name: 'Armament',
28     component: Armament
29   },
30   {
31     path: '/Vestimenta',
32     name: 'Vestimenta',
33     component: Vestimenta
34   },
35   {
36     path: '/Bosses',
37     name: 'Bosses',
38     component: Bosses
39   }
40 ];
41
42 const router :Router = createRouter( options: {
43   history: createWebHistory(),
44   routes
45 });
46
47 2 usages  ↗ sleshuck
48 export default router;
```

main.js conté el codi següent:

```
JS main.js x JS index.js V Ho
1 // import './assets/main.css'
2
3 import { createApp } from 'vue'
4 import App from './App.vue'
5 import router from './router'
6
7 const app : App<Element> = createApp(App)
8
9 app.use(router)
10
11 app.mount( rootContainer: '#app')
12
```

Ja que el codi de Localitzacions.vue no cap en una mateixa captura, l'he separat en 3 apartats, "template", "script" i "style".

```
V Localitzacions.vue x JS main.js JS index.js V Home.vue
1 <template>
2   <section class="section">
3     <div class="container">
4       <h1 class="title">Elden Ring Locations</h1>
5       <div v-if="loading" class="loading">Loading...</div>
6       <div v-if="!loading && locations.length">
7         <ul>
8           <li v-for="location in locations" :key="location.id">
9             <div class="location">
10               
11               <div class="location-info">
12                 <p class="location-name">{{ location.name }}</p>
13                 <p class="location-description">{{ location.description }}</p>
14               </div>
15             </div>
16           </li>
17         </ul>
18       </div>
19       <div v-if="!loading && !locations.length">
20         <p>No locations available.</p>
21       </div>
22     </div>
23   </section>
24 </template>
25
```

```

25
26 <script>
27 2 usages 1 sleshuck
28 export default {
29   name: 'Home',
30   data() {
31     return {
32       locations: [],
33       loading: true
34     };
35   },
36   created() {
37     this.fetchLocations();
38   },
39   methods: {
40     async fetchLocations() {
41       try {
42         const response = await fetch('https://eldenring.fanapis.com/api/locations');
43         const data = await response.json();
44         this.locations = data.data;
45       } catch (error) {
46         console.error('Error fetching locations:', error);
47       } finally {
48         this.loading = false;
49       }
50     }
51   };
52 </script>
53

```

```

51  },
52  </script>
53
54  <style scoped>
55  .section {
56    padding: 2rem 1.5rem;
57  }
58
59  .container {
60  }
61  .title {
62    margin-bottom: 2rem;
63  }
64
65  .loading {
66    font-size: 1.5rem;
67  }
68
69  ul {
70    list-style-type: none;
71    padding: 0;
72  }
73
74  .location {
75    margin-bottom: 1rem;
76    display: flex;
77    background-color: rgba(0, 0, 0, 0.1);
78    padding: 1rem;
79
80    .location-image {
81      width: 100px;
82      height: auto;
83      margin-right: 10px;
84      border-radius: 5px;
85    }
86
87    .location-info {
88      flex: 1;
89    }
90
91    .location-name {
92      font-weight: bold;
93    }
94
95    .location-description {
96      color: #666;
97    }
98  </style>
99

```


El codi de NPCs.vue també l'he separat en 3 apartats, "template", "script" i "style".

```
1 <template>
2   <section class="section">
3     <div class="container">
4       <h1 class="title">Elden Ring NPCs</h1>
5       <div v-if="loading" class="loading">Loading...</div>
6       <div v-if="!loading && npcs.length" class="columns is-multiline">
7         <div class="column is-one-third" v-for="npc in npcs" :key="npc.id">
8           <div class="card">
9             <div class="card-image">
10               <figure class="image is-4by3">
11                 
12               </figure>
13             </div>
14             <div class="card-content">
15               <p class="title is-4">{{ npc.name }}</p>
16               <p class="subtitle is-6">{{ npc.description }}</p>
17               <div class="content">
18                 <p><strong>Role:</strong> {{ npc.role }}</p>
19                 <p><strong>Location:</strong> {{ npc.location }}</p>
20               </div>
21             </div>
22           </div>
23         </div>
24       </div>
25       <div v-if="!loading && !npcs.length">
26         <p>No NPCs available.</p>
27       </div>
28     </div>
29   </section>
30 </template>
31
```

```

31
32 <script>
no usages  ↗  slashuck
33 export default {
34   name: 'Home',
35   data() {
36     return {
37       NPCs: [],
38       loading: true
39     };
40   },
41   created() {
42     this.fetchData();
43   },
44   methods: {
45     async fetchData() {
46       try {
47         const response = await fetch( input: 'https://eldenring.fanapis.com/api/npcs');
48         const data = await response.json();
49         this.npcs = data.data.map(npc => ({
50           id: npc.id,
51           name: npc.name,
52           description: npc.description || 'No description available.',
53           image: npc.image || 'https://via.placeholder.com/150',
54           role: npc.role || 'Unknown',
55           location: npc.location || 'Unknown',
56         }));
57       } catch (error) {
58         console.error('Error fetching data:', error);
59       } finally {
60         this.loading = false;
61       }
62     }
63   }
64 };
65 </script>
66

```

```
67 <style scoped>
68 .section {
69   padding: 2rem 1.5rem;
70 }
71
72 .title {
73   margin-bottom: 2rem;
74 }
75
76 .loading {
77   font-size: 1.5rem;
78 }
79
80 .columns {
81   margin-top: 2rem;
82 }
83
84 .card {
85   margin-bottom: 2rem;
86   background-color: rgba(0, 0, 0, 0.1);
87   padding: 1rem;
88 }
89
90 .card-content .content {
91   margin-top: 1rem;
92 }
93 </style>
94
```

El codi de Armament.vue també l'he separat en 3 apartats, "template", "script" i "style".

```
1  <template>
2    <section class="section">
3      <div class="container">
4        <h1 class="title">Elden Ring Weapons</h1>
5        <div v-if="loading" class="loading">Loading...</div>
6        <div v-if="!loading && weapons.length" class="columns is-multiline">
7          <div class="column is-one-third" v-for="weapon in weapons" :key="weapon.id">
8            <div class="card">
9              <div class="card-image">
10                <figure class="image is-4by3">
11                  
12                </figure>
13              </div>
14              <div class="card-content">
15                <p class="title is-4">{{ weapon.name }}</p>
16                <p class="subtitle is-6">{{ weapon.description }}</p>
17                <div class="content">
18                  <p><strong>Category:</strong> {{ weapon.category }}</p>
19                  <p><strong>Weight:</strong> {{ weapon.weight }}</p>
20                </div>
21              </div>
22            </div>
23          </div>
24        </div>
25        <div v-if="!loading && !weapons.length">
26          <p>No weapons available.</p>
27        </div>
28      </div>
29    </section>
30  </template>
31
```

```

31
32 <script>
no usages 1 sleshuck
33 export default {
34   name: 'Home',
35   data() {
36     return {
37       weapons: [],
38       loading: true
39     };
40   },
41   created() {
42     this.fetchData();
43   },
44   methods: {
45     async fetchData() {
46       try {
47         const response = await fetch( input: 'https://eldenring.fanapis.com/api/weapons');
48         const data = await response.json();
49         this.weapons = data.data.map(weapon => ({
50           id: weapon.id,
51           name: weapon.name,
52           description: weapon.description || 'No description available.',
53           image: weapon.image || 'https://via.placeholder.com/150',
54           category: weapon.category || 'Unknown',
55           weight: weapon.weight || 'Unknown'
56         }));
57       } catch (error) {
58         console.error('Error fetching data:', error);
59       } finally {
60         this.loading = false;
61       }
62     }
63   }
64 };
65 </script>
66

```

```
67 <style scoped>
68 .section {
69   padding: 2rem 1.5rem;
70 }
71
72 .title {
73   margin-bottom: 2rem;
74 }
75
76 .loading {
77   font-size: 1.5rem;
78 }
79
80 .columns {
81   margin-top: 2rem;
82 }
83
84 .card {
85   margin-bottom: 2rem;
86   background-color: rgba(0, 0, 0, 0.1);
87   padding: 1rem;
88 }
89
90 .card-content .content {
91   margin-top: 1rem;
92 }
93 </style>
94 |
```

El codi de Vestimenta.vue també l'he separat en 3 apartats, "template", "script" i "style".

```
Vestimenta.vue x Armament.vue NPCs.vue
1 <template>
2   <section class="section">
3     <div class="container">
4       <h1 class="title">Elden Ring Armor</h1>
5       <div v-if="loading" class="loading">Loading...</div>
6       <div v-if="!loading && armors.length" class="columns is-multiline">
7         <div class="column is-one-third" v-for="armor in armors" :key="armor.id">
8           <div class="card">
9             <div class="card-image">
10              <figure class="image is-4by3">
11                
12              </figure>
13            </div>
14            <div class="card-content">
15              <p class="title is-4">{{ armor.name }}</p>
16              <p class="subtitle is-6">{{ armor.description }}</p>
17              <div class="content">
18                <p><strong>Weight:</strong> {{ armor.weight }}</p>
19              </div>
20            </div>
21          </div>
22        </div>
23      </div>
24      <div v-if="!loading && !armors.length">
25        <p>No armor available.</p>
26      </div>
27    </div>
28  </section>
29 </template>
30
```

Vestimenta.vue x Armament.vue NPCs.vue Localit

```
31 <script>
32 2 usages 1 slashuck
33 export default {
34   name: 'Home',
35   data() {
36     return {
37       armors: [],
38       loading: true
39     };
40   },
41   created() {
42     this.fetchData();
43   },
44   methods: {
45     async fetchData() {
46       try {
47         const response = await fetch( input: 'https://eldenring.fanapis.com/api/armors');
48         const data = await response.json();
49         this.armors = data.data.map(armor => ({
50           id: armor.id,
51           name: armor.name,
52           description: armor.description || 'No description available.',
53           image: armor.image || 'https://via.placeholder.com/150',
54           weight: armor.weight || 'Unknown',
55         }));
56       } catch (error) {
57         console.error('Error fetching data:', error);
58       } finally {
59         this.loading = false;
60       }
61     }
62   };
63 </script>
64
```



```
64
65 <style scoped>
66 .section {
67   padding: 2rem 1.5rem;
68 }
69
70 .title {
71   margin-bottom: 2rem;
72 }
73
74 .loading {
75   font-size: 1.5rem;
76 }
77
78 .columns {
79   margin-top: 2rem;
80 }
81
82 .card {
83   margin-bottom: 2rem;
84   background-color: rgba(0, 0, 0, 0.1);
85   padding: 1rem;
86 }
87
88 .card-content .content {
89   margin-top: 1rem;
90 }
91 </style>
92 |
```

I lo mateix passa amb Bosses.vue, l'he tingut que separar en 3 apartats, "template", "script" i "style".

```

Bosses.vue x Vestimenta.vue Armament.vue
1  <template>
2    <section class="section">
3      <div class="container">
4        <h1 class="title">Elden Ring Bosses</h1>
5        <div v-if="loading" class="loading">Loading...</div>
6        <div v-if="!loading && uniqueBosses.length" class="columns is-multiline">
7          <div class="column is-half" v-for="boss in uniqueBosses" :key="boss.id">
8            <div class="card boss-card">
9              <div class="card-image">
10                <figure class="image is-4by3">
11                  
12                </figure>
13              </div>
14              <div class="card-content boss-content">
15                <p class="title is-4">{{ boss.name }}</p>
16                <p class="subtitle is-6">{{ boss.description }}</p>
17              </div>
18            </div>
19          </div>
20        </div>
21        <div v-if="!loading && !uniqueBosses.length">
22          <p>No bosses available.</p>
23        </div>
24      </div>
25    </section>
26  </template>
27
```

```

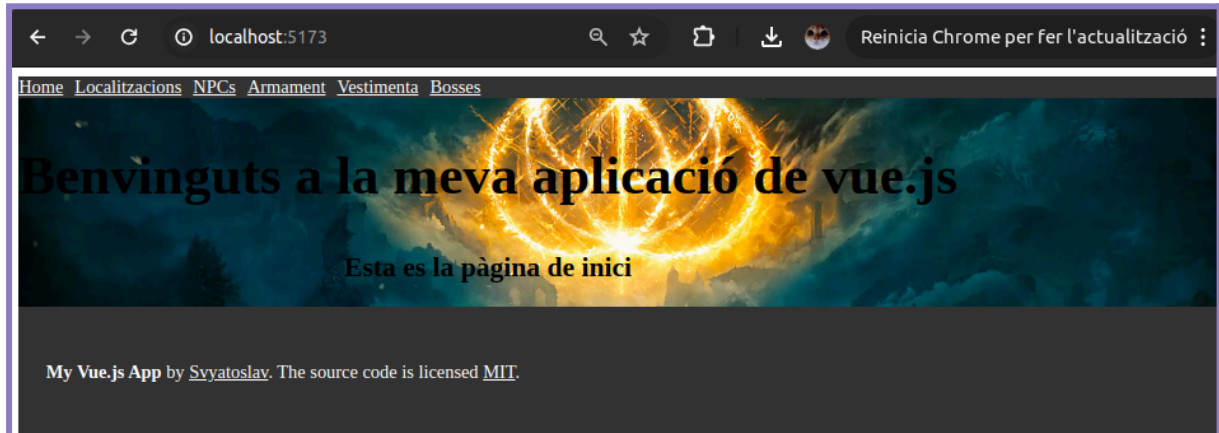
28  <script>
    no usages  ↗ sleshuck
29  export default {
30    name: 'Home',
31    data() {
32      return {
33        bosses: [],
34        loading: true
35      };
36    },
37    computed: {
38      uniqueBosses() {
39        const uniqueIds = new Set();
40        return this.bosses.filter(boss => {
41          if (uniqueIds.has(boss.id)) {
42            return false;
43          } else {
44            uniqueIds.add(boss.id);
45            return true;
46          }
47        });
48      }
49    },
50    created() {
51      this.fetchData();
52    },
53    methods: {
54      async fetchData() {
55        try {
56          const response = await fetch(input: 'https://eldenring.fanapis.com/api/bosses');
57          const data = await response.json();
58          this.bosses = data.data
59            .filter(boss => boss.image)
60            .map(boss => ({
61              id: boss.id,
62              name: boss.name,
63              description: boss.description || 'No description available.',
64              image: boss.image
65            }));
66        } catch (error) {
67          console.error('Error fetching data:', error);
68        } finally {
69          this.loading = false;
70        }
71      }
72    }
73  };
74  </script>

```

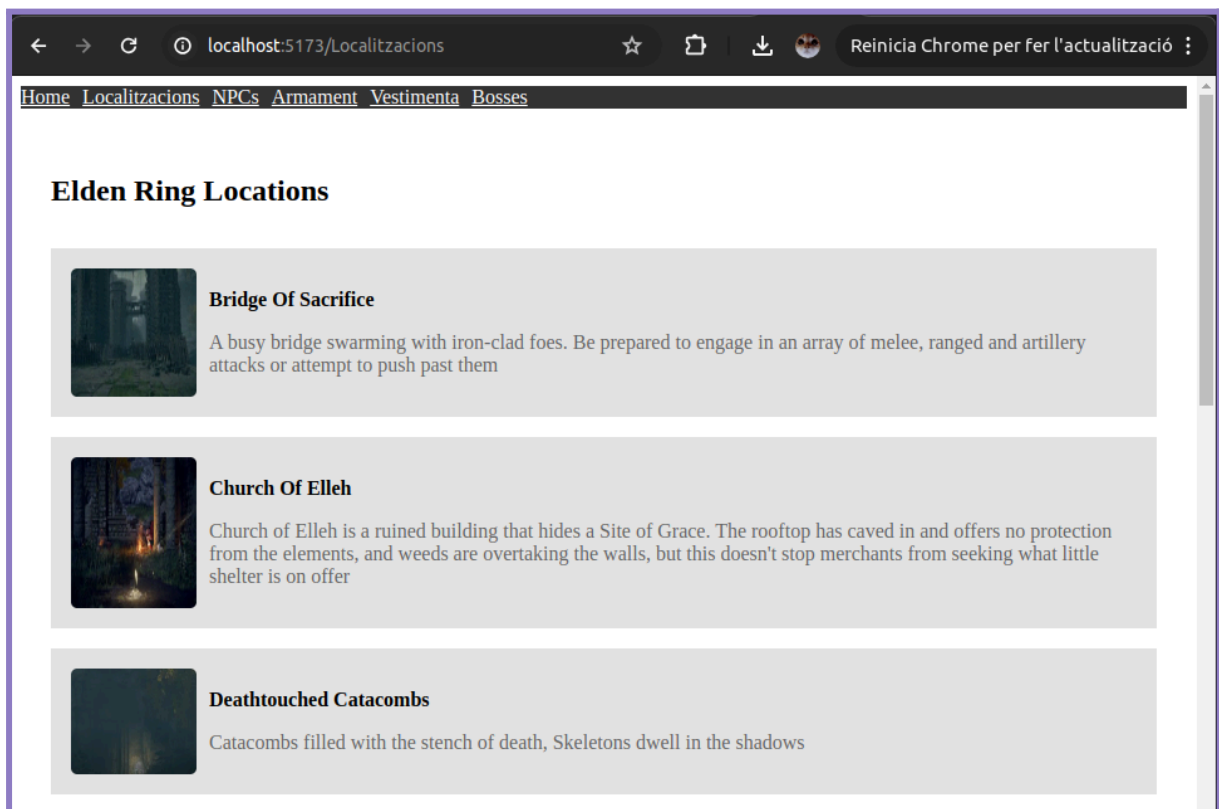
```
76 <style scoped>
77 .section {
78   padding: 2rem 1.5rem;
79 }
80
81 .title {
82   margin-bottom: 2rem;
83 }
84
85 .loading {
86   font-size: 1.5rem;
87 }
88
89 .columns {
90   margin-top: 2rem;
91 }
92
93 .card {
94   margin-bottom: 2rem;
95 }
96
97 .card-content .content {
98   margin-top: 1rem;
99 }
100
101 .boss-card {
102   background-color: rgba(0, 0, 0, 0.1);
103   padding: 1rem;
104 }
105
106 .boss-image {
107   width: 25%;
108 }
109 </style>
110
```

Resultat:

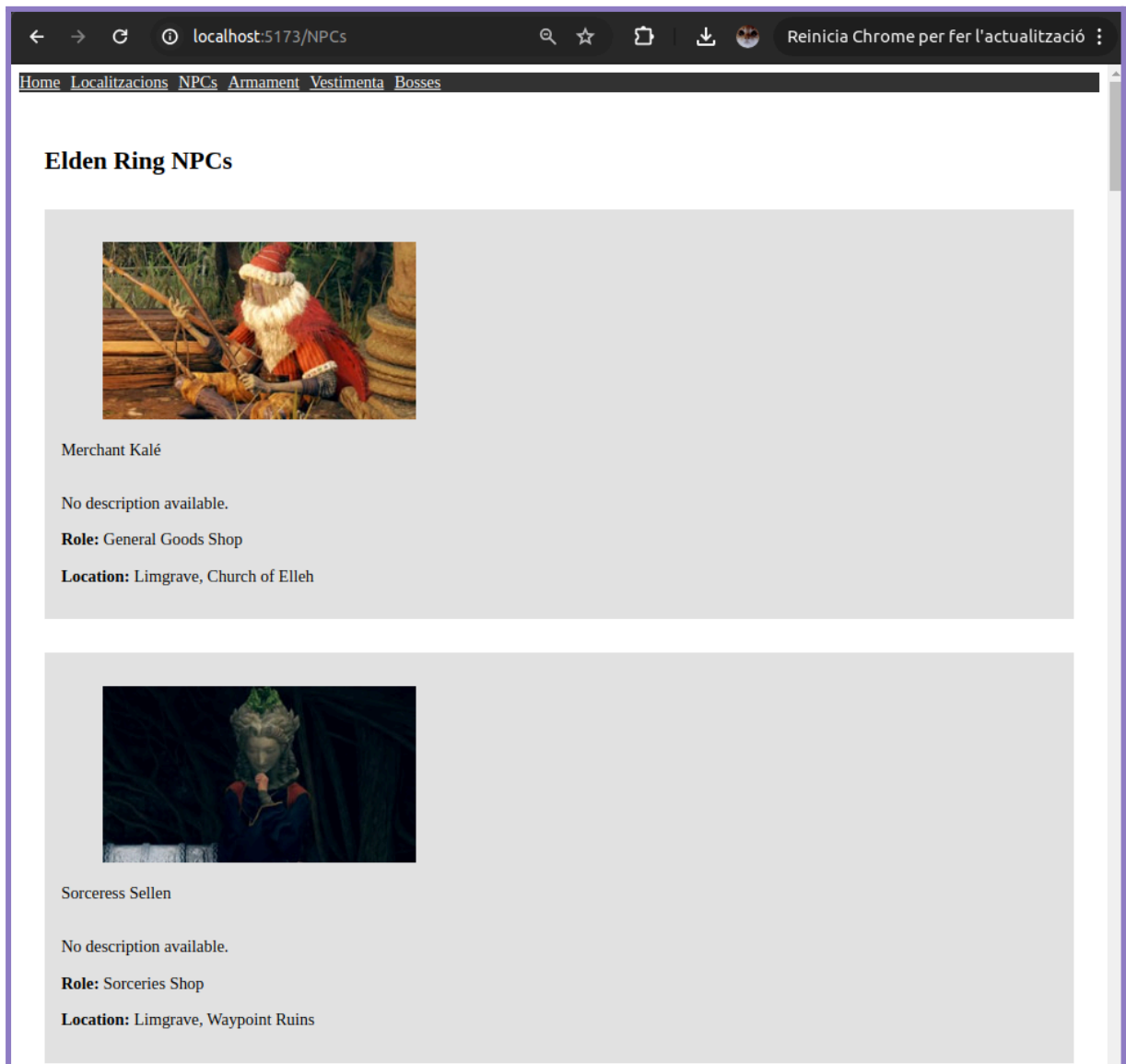
Així és com es veuria la pàgina "Home":



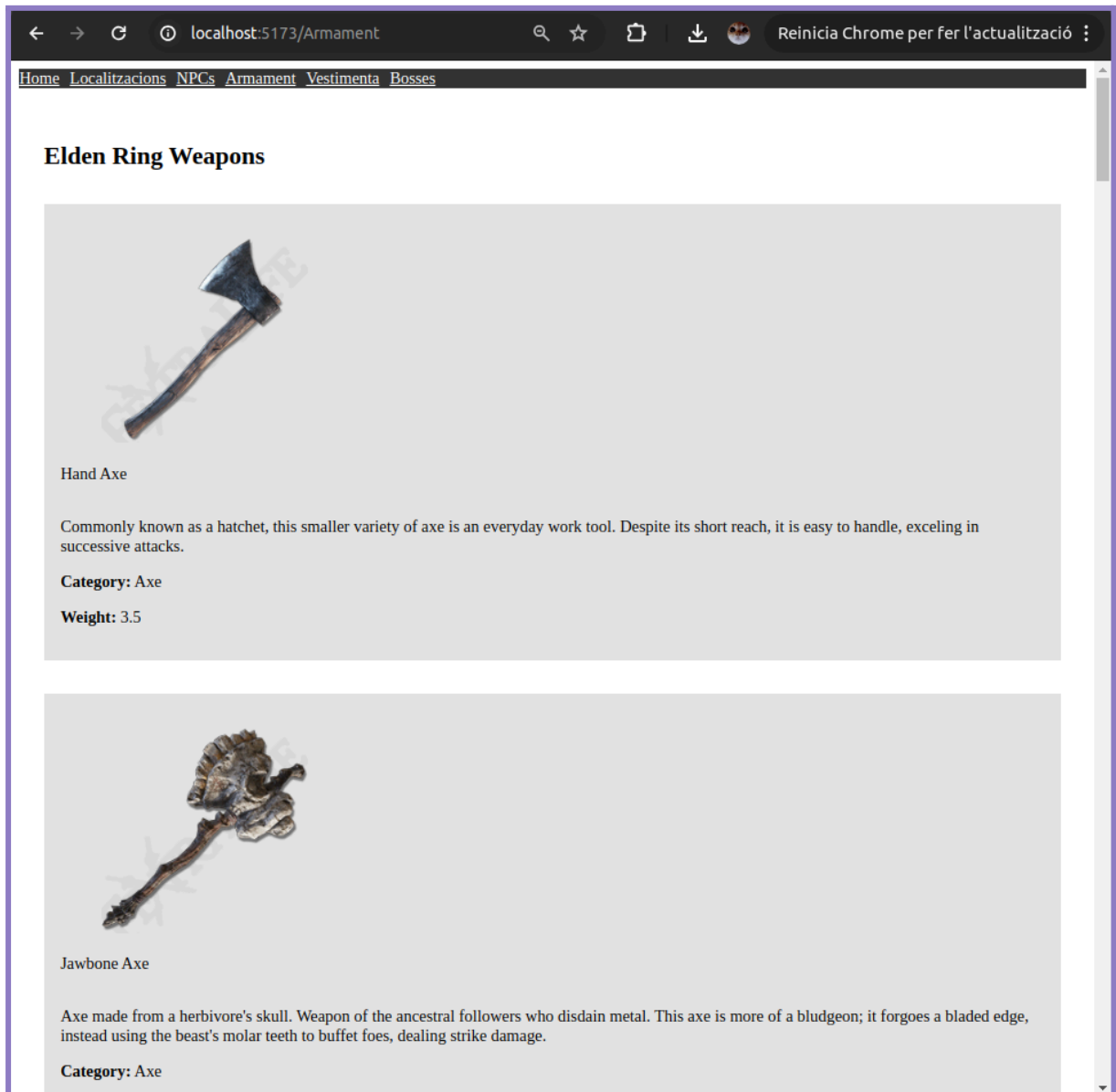
Així és com es veuria la pàgina "Localitzacions":



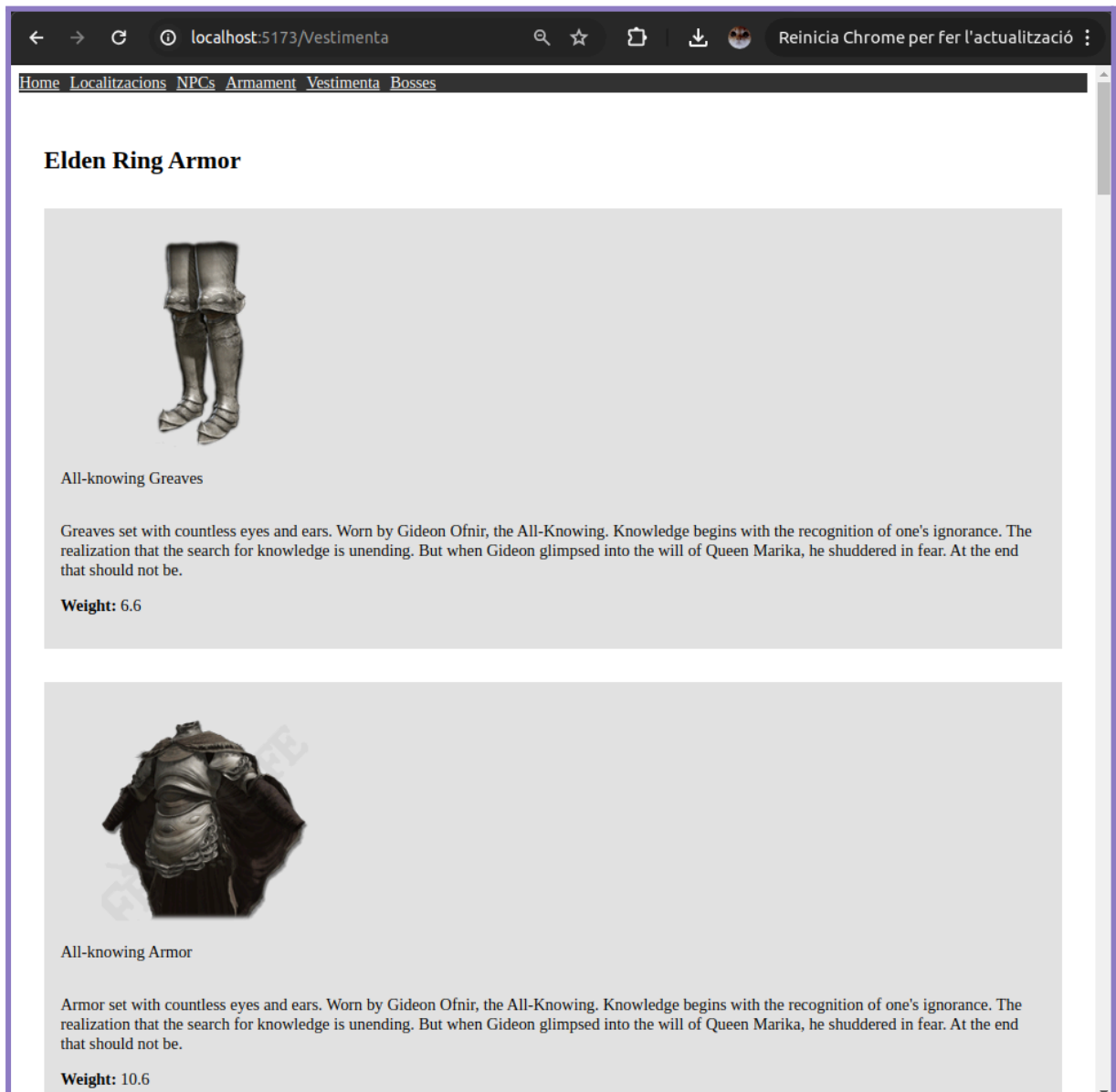
Així és com es veuria la pàgina “NPCs”:



Així és com es veuria la pàgina "Armament":



Així és com es veuria la pàgina “Vestimenta”:



Així és com es veuria la pàgina “Bosses”:

