

Minly Software Development Engineer Take-Home Assignment

Description:

You are tasked with developing a media sharing platform consisting of a **backend server with CRUD operations** and **mobile applications** (iOS and Android) along with a web application. The platform allows users to **upload images or videos**, **view a list of all images and videos**, and **like/unlike them**.

Requirements:

- **Backend Server [Node.js – TypeScript]:**
 - Implement CRUD operations for media content (images and videos).
 - Include endpoints for uploading, listing and liking/unliking media content.
- **Mobile Applications [Native (Swift, Java/Kotlin), React Native, or Flutter]:**
 - Develop mobile applications for both iOS and Android platforms.
 - Utilize the backend server APIs for media content management.
 - Implement UI elements for uploading media content, viewing lists, and liking/unliking media content.
- **Website (React):**
 - Utilize the backend server APIs for media content management.
 - Implement UI elements for uploading media content, viewing lists, and liking/unliking media content.

Bonus Items:

- Develop native mobile applications using Swift for iOS and Kotlin for Android.
- Deploy the backend server to a cloud service provider of choice and implement a CI/CD pipeline for automated deployment.
- Implement user authentication functionality and secure Backend Server endpoints.

Submission:

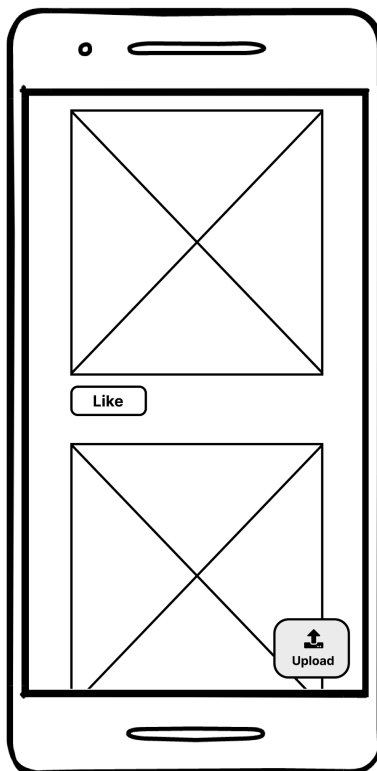
- You are expected to spend approximately **one week** on this task.
- Please commit the projects to a **private GitHub repository**.
- Upon completion, share them with the following GitHub users: **Shinnawy** and **AboulEinein**.
- Include a **README file** explaining the architecture, setup instructions, and any additional notes.
- **We will review** your submission and contact you with the next step.

Notes:

- Be creative with this. We want to see a fully functional assignment. When in doubt, make an executive decision. Functionality is more important than look and feel. Your top priority is to finish the assignment, if you're done early feel free to polish it up.
- Feel free to use any additional libraries, frameworks, or tools as necessary.
- Focus on code quality, scalability, and maintainability in your implementation.

Suggested Wireframes: *(can be improved if you have the time)*

Mobile Application



Website

