Software Applications Development
WorldSkills 2026 National Competition
HUNGARY

Round 3 - Session 2

Submitted by:

Skills IT

Contents

1. Introduction **4**

1.1 Description of project and tasks **4**

1.2 Database 5

1.3 How to submit your work **5**

2. Part 1 – Basics **6**

2.1 The user information **6**

2.2 Products 7

API Schema 7

2.2 Orders 8

API Schema 9

3. Part 2 – Carts **9**

3.1 Get cart API **10**

API Schema 10

3.2 Add item to cart API 11

API Schema 11

3.3 Update cart item quantity API 11

API Schema 11

3.4 Remove cart item API 12

API Schema 12

3.5 Place the order API 13

API Schema 13

6. Additional information **13**

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1. Introduction

In this session you have to create a UI for the API created in the previous session.

1.1 Description of project and tasks

In this task you have to implement 5 UI screens:

1. Create a login screen.
2. Create a product list screen.
3. Create an order list screen.
4. Create a cart screen.

1.2 How to submit your work

1. You have to submit all your in the git repository you have been provided with.
2. Your **README** file has to contain instructions on how to start your backend and frontend. We prefer you provide executable files or a built/deployed solution.

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2. Login screen

A user must be able to not access any pages other than the login screen without logging in. You don’t have to handle such cases like the user reloading the application, you can just return the user to the login screen if that happens.

The user can login via the username and password. You must use the auth-service to login the user.

POST auth-service/authentication/login
Request body:

```
Unset
{
  "username": "john_doe",
  "password": "Password.123"
}
```

Response body (the access token):

```
Unset
"eyJhbGciOiJIUzI1NiIsInR5cCI6IkpXVCJ9.eyJ1bmlxdWVfbmFtZSI6ImpvaG5fZG9lIiwic3ViIjoiYzE5N2E5MTktMDRkMS00YWE1LTlkZGMtNjlhN2Y4YmZjNDk4IiwibmJmIjoxNzQ1NjkwMDg4LCJleHAiOjE3NDYxMjIwODgsImlhdCI6MTc0NTY5MDA4OCwiaXNzIjoiaHR0cDovL2xvY2FsaG9zdDozOTI4MC9yZWFsbXMvaXZ0cyIsImF1ZCI6Iml2dHMifQ.O-w13OLAGqte7QUuDJu0lpSYRH-Ky4J5W1GYHkp4dTg"
```

You can later use this access token to access the APIs using the **Authorization** header in the following format:

Authorization: Bearer …token…

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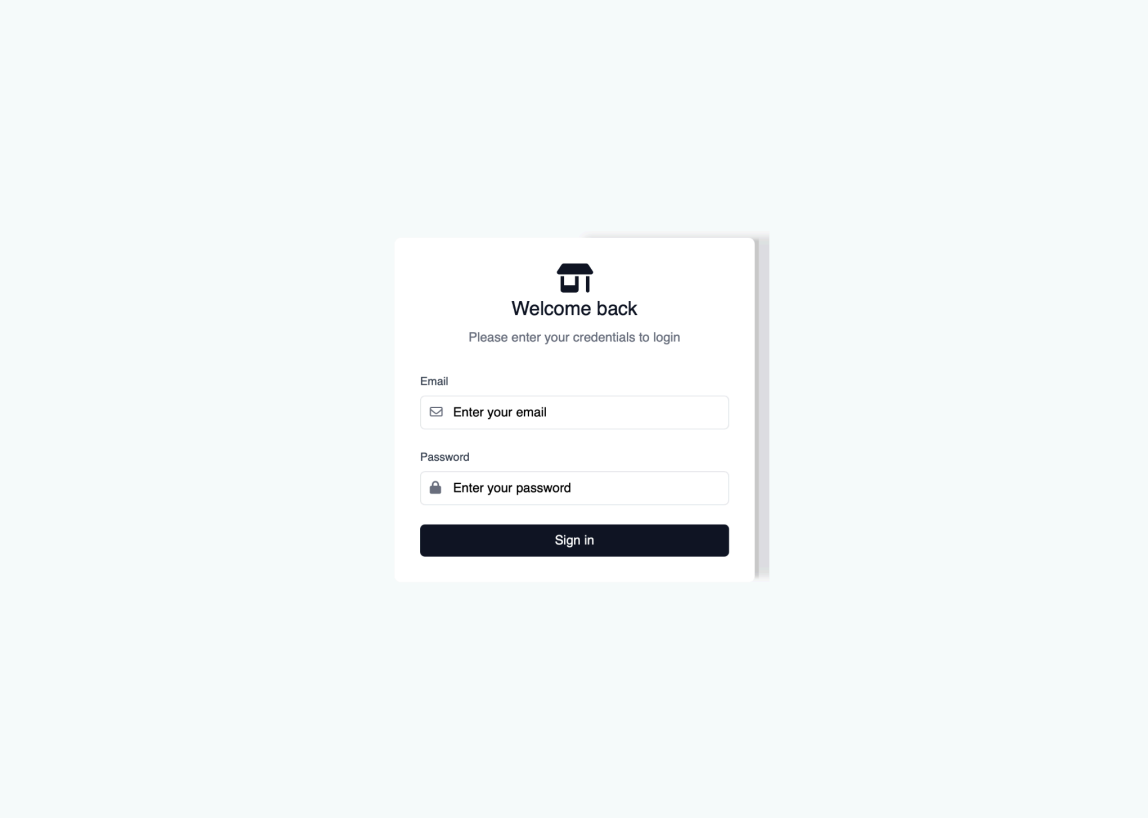
Below you can find a wireframe for the login screen, it is just a guideline make your own choices in implementing it:



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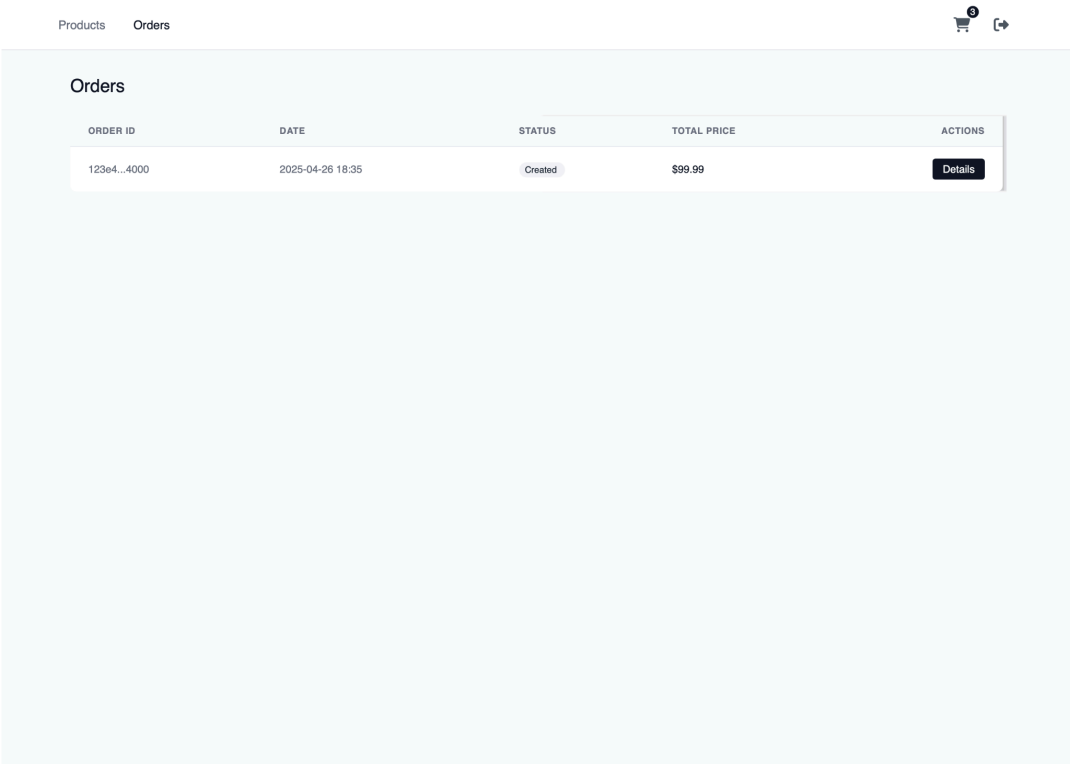
4. The order list

Here the user can see their orders. Using a button the user should be able to see the details of the order.

Below you can find a wireframe for the order list screen, it is just a guideline make your own choices in implementing it:



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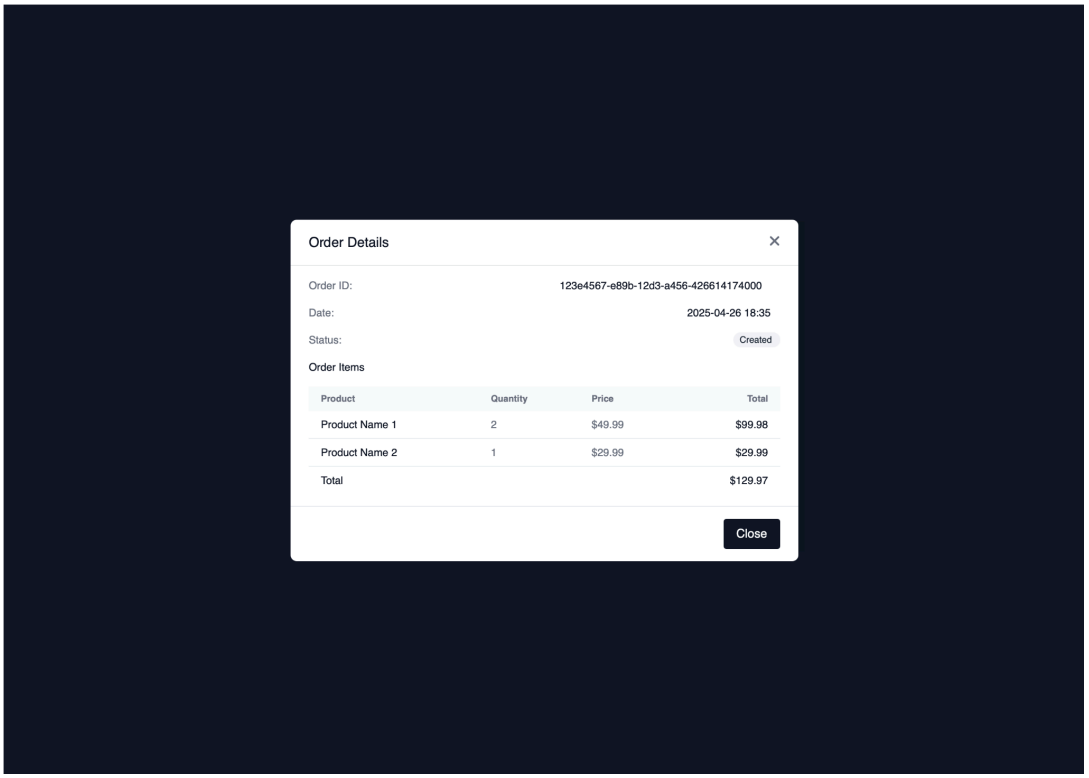

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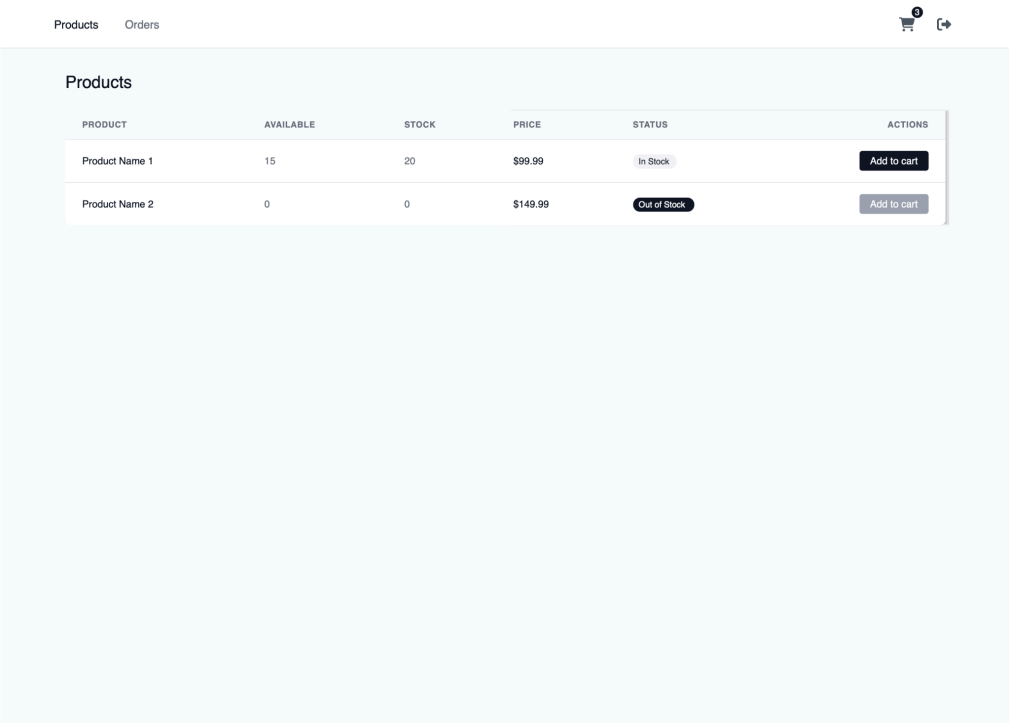
3. The product list

Here the user can see their products and add them to the cart using a button, the user should be able to specify the wanted quantity to be added to the cart via a modal or something like it. The user should have the ability to continue shopping or go to the cart.

Below you can find a wireframe for the product list screen, it is just a guideline make your own choices in implementing it:



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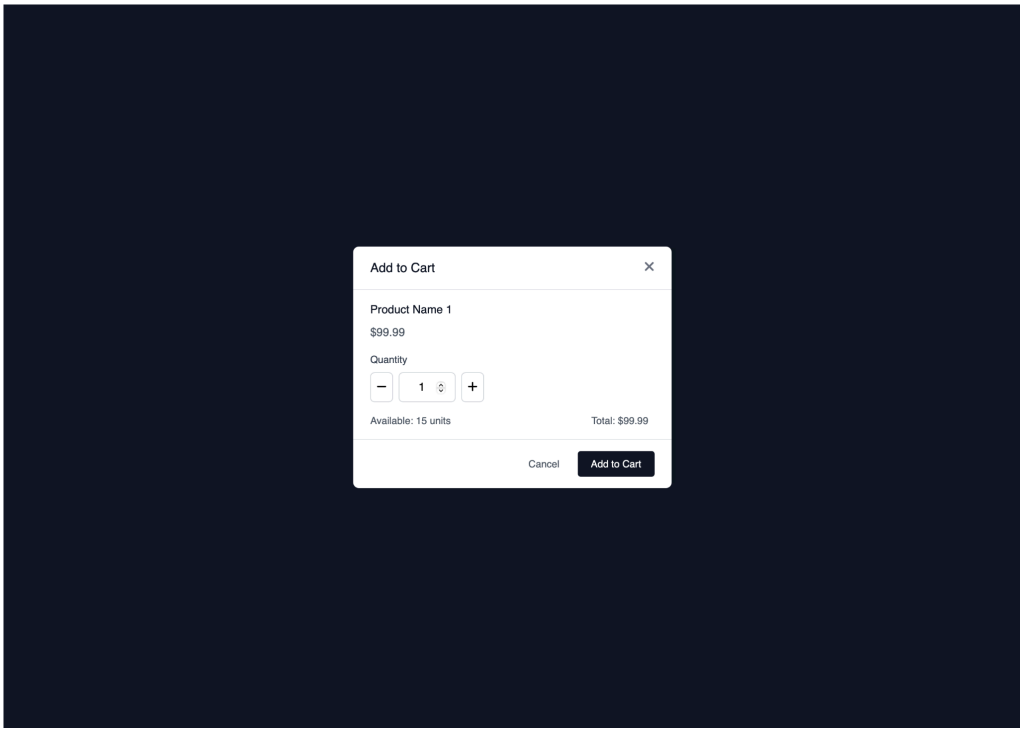

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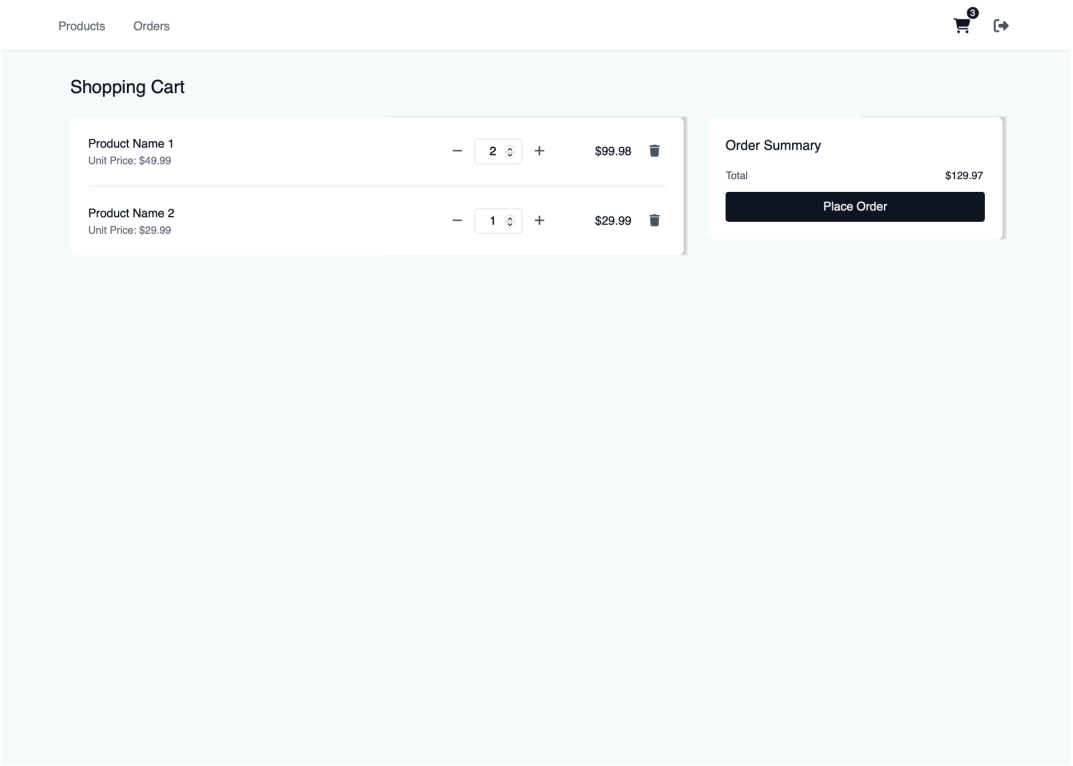
5. The cart

Here the user will see their cart, or an empty screen if the cart is empty. The user should be able to remove items from the cart or update the wanted quantity. In case of finalization the user should be able to place the order in the system.

Below you can find a wireframe for the cart screen, it is just a guideline make your own choices in implementing it:



6. Additional information

- Some media, icons and text have been provided for you in the media files. You are free to use these, but you can also create your own, as long as the application is still fit for purpose. **You should not use any other media files (e.g. downloaded videos, images, icons, etc.)**.
- Clean code and user interface accessibility are also important considerations.
- Do not hardcode API responses as another database will be used for testing.

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