Task Management System Assessment

Target: Fresh .NET Developers / Interns

1. Assessment Overview

You are required to build a simple **Task Management System** where users can **Create**, **Read**, **Update**, **and Delete** (**CRUD**) tasks.

The system must follow:

- N-tier architecture
- Repository Pattern
- database operations using EF Core

Objective: Evaluate your understanding of EF Core, project layering, repository pattern, and clean code principles.

2. Requirements

2.1 Task Entity

Create a class Taskitem with these properties:

Property	Type	Notes
ld	int	Primary Key
Title	string	Max length 100
Description	string	Max length 500
IsCompleted	bool	Status of the task
CreatedAt	DateTime	Default: current date

DueDate DateTime Optional

2.2 Database Configuration

- Use Entity Framework Core
- Configure entity using for:
 - Max length of Title(100) and Description(500)
 - Default value for CreatedAt

2.3 CRUD Operations

Your system should allow:

1. Create: Add a new task

2. Read: List all tasks & get task by ID

3. Update: Modify task details

4. Delete: Remove a task

2.4 Repository Pattern

- 1. Define interface ITaskRepository with methods for all CRUD operations.
- 2. Implement the interface in TaskRepository.
- 3. Ensure database operations

2.5 N-tier Architecture

Structure your project in layers:

1. Core/Domain Layer: Entities and repository interfaces

2. Infrastructure Layer: DbContext, EF configurations, repository implementations

3. Web/UI Layer: Controllers (API or MVC)

Optional: Add a service/application layer for business logic.

2.6 Dependency Injection

- Register your repository interface and implementation in DI container.
- Inject repository into controllers via constructor.

3. Bonus Tasks (Optional)

- Filter tasks by IsCompleted status
- Sort tasks by DueDate
- Implement simple unit tests for repository methods

4. Submission Requirements

- Source code of the project
- EF Core migrations applied
- Brief documentation explaining:
 - Each layer in your project

- O How the repository is implemented
- o How CRUD operations work