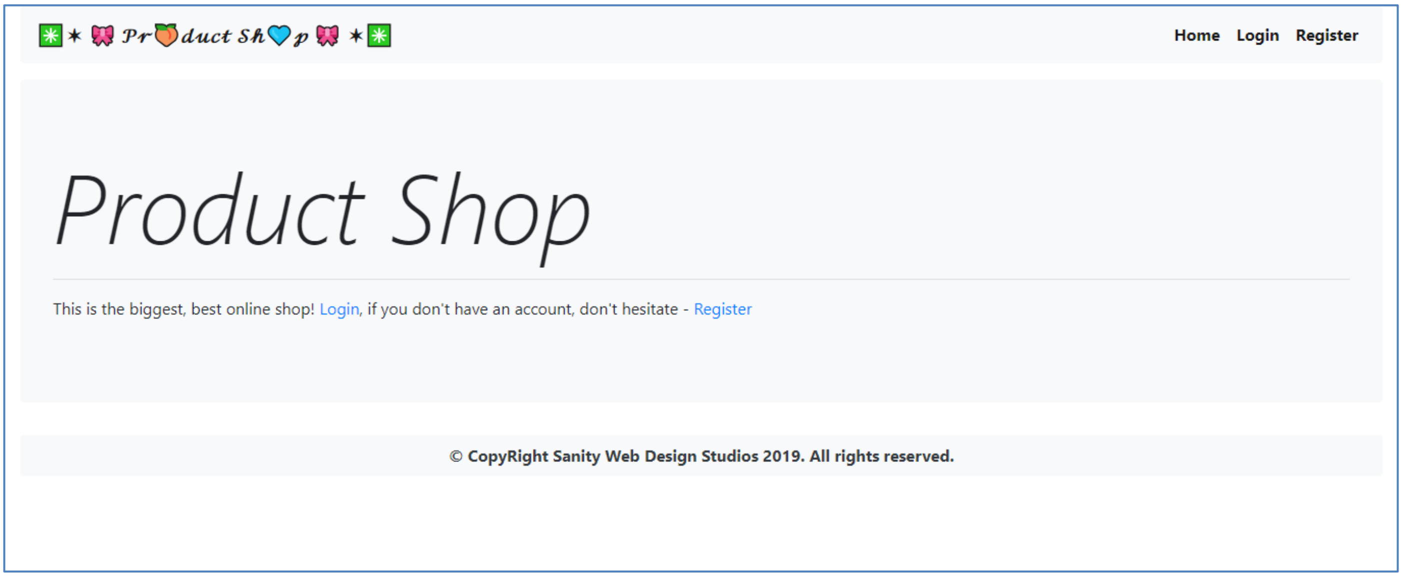
Project: Product Shop

`Product Shop` is a system that registers users, categories, products and orders. It is a significantly big project, and as such it will have several parts. In this exercise you will land the basics of the application, in other words - the user functionality.



Product Shop

This is the biggest, best online shop! Login, if you don't have an account, don't hesitate - Register

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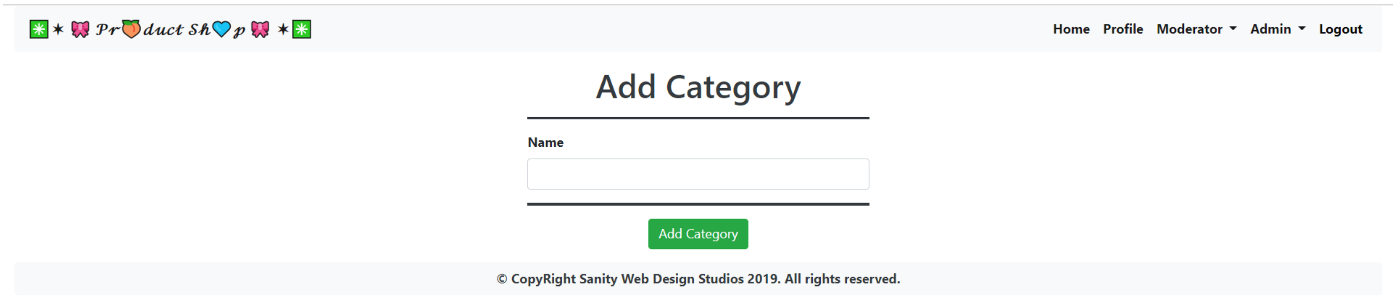
Workshop: Part 2 - Products

1. Views

These are the additional views you must implement.



Add Category

Name

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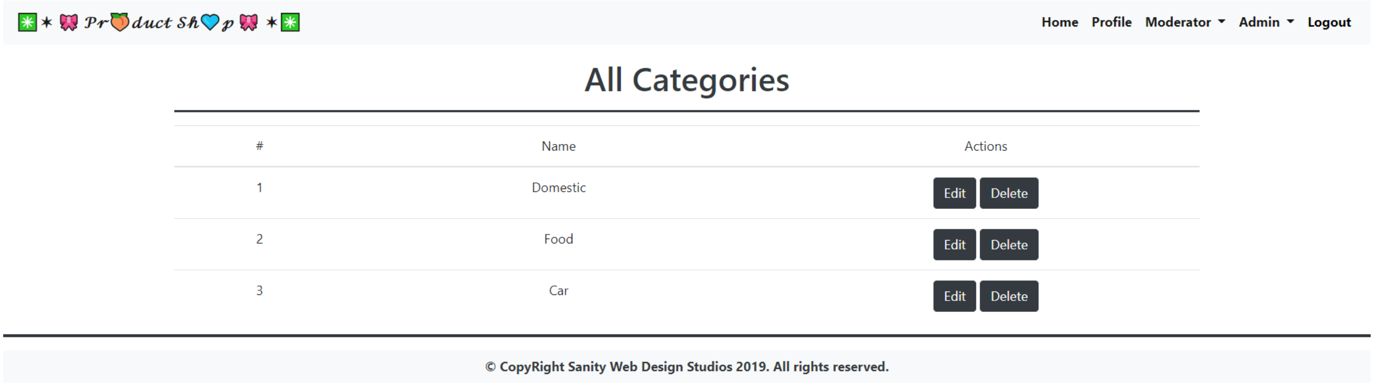

All Categories

#	Name	Actions
1	Domestic	Edit Delete
2	Food	Edit Delete
3	Car	Edit Delete

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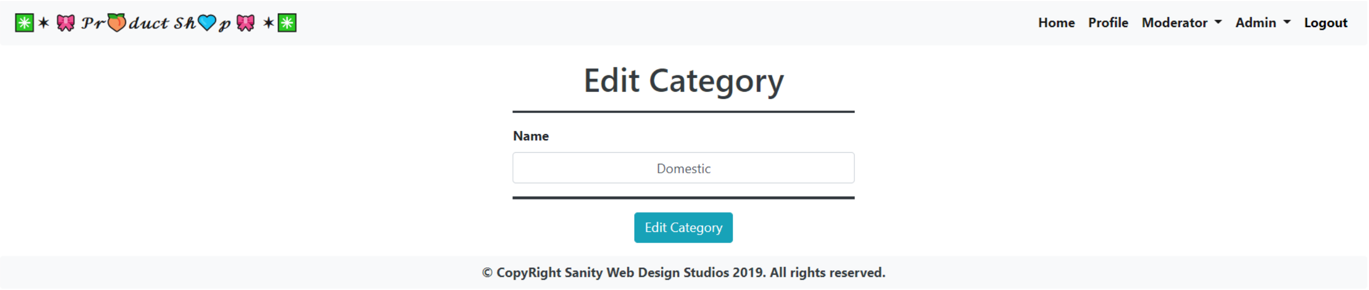

Edit Category

Name

Domestic

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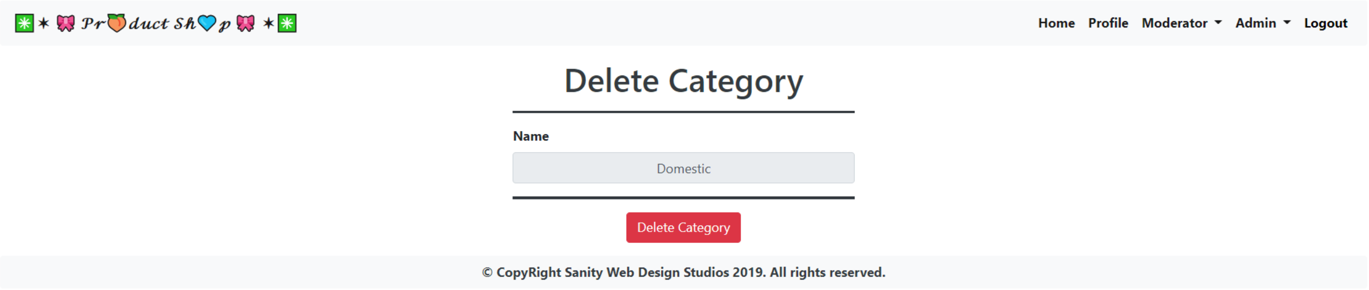

Delete Category

Name

Domestic

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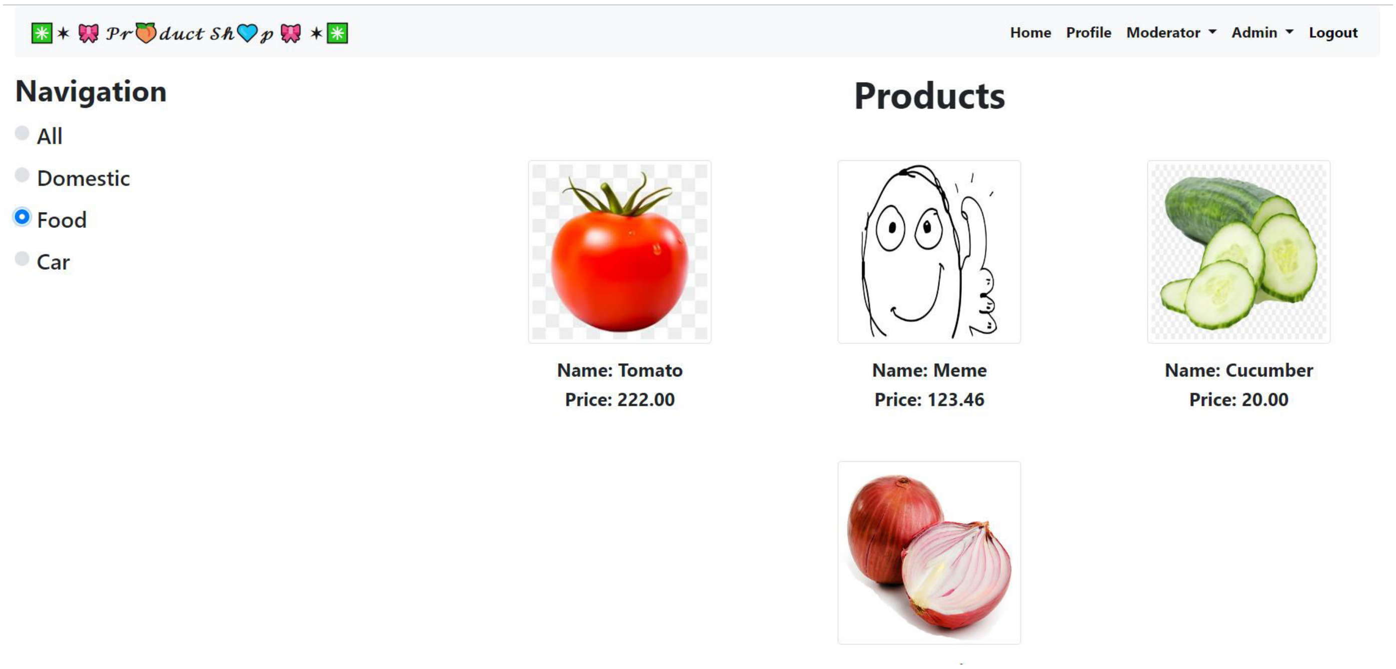


Navigation

○ All

○ Domestic

● Food

○ Car

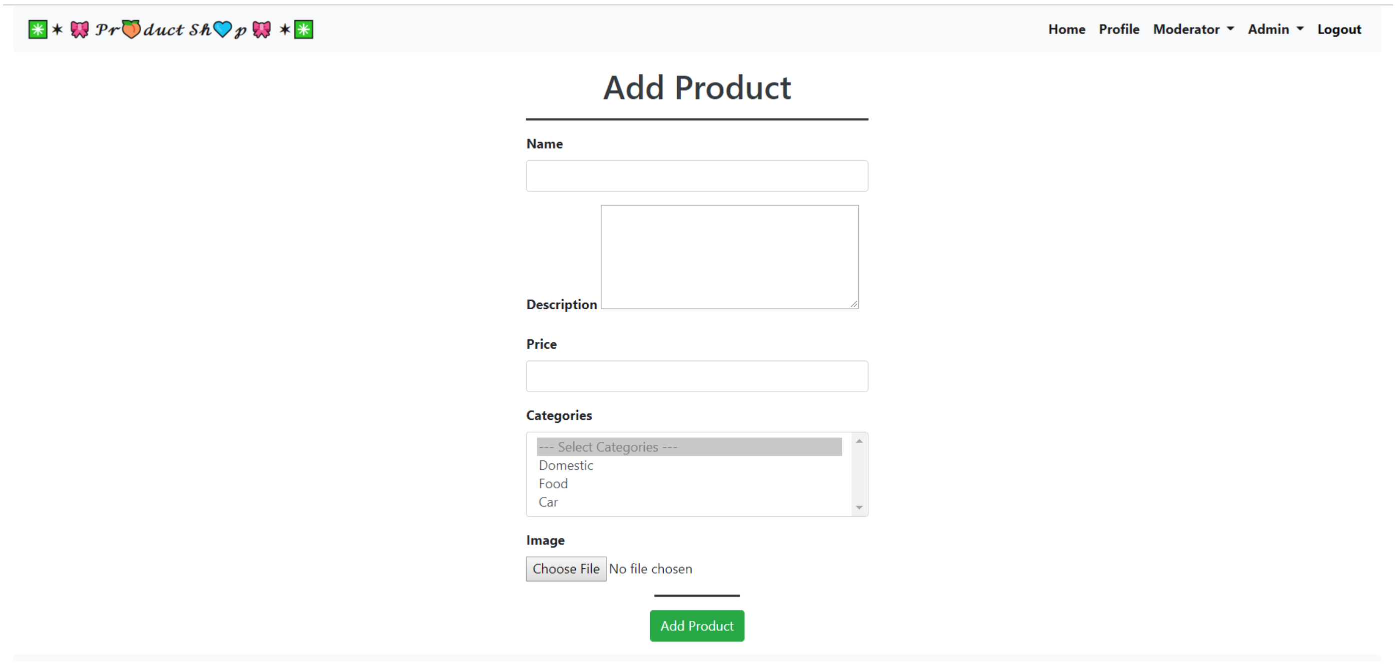
Products

Name: Tomato
Price: 222.00

Name: Meme
Price: 123.46

Name: Cucumber
Price: 20.00

NOTE: The **Navigation** contains all of the added categories as radio buttons. Depending on your selection of a **radio** button, you should render different products. If you select the [**`All`**] button you should render all products.



Add Product

Name

Description

Price

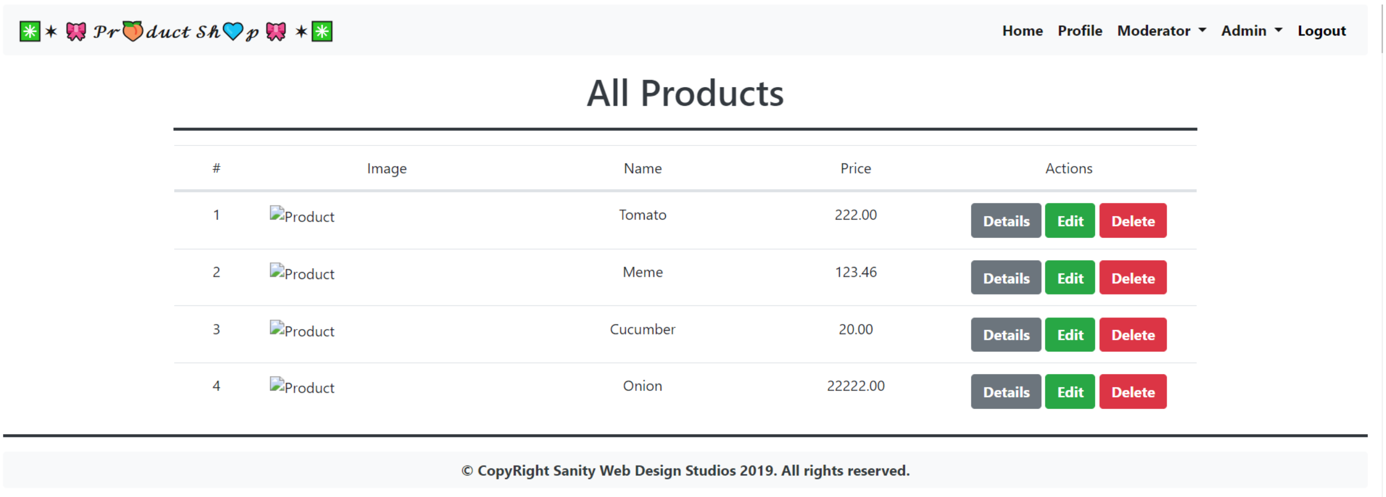
Categories

--- Select Categories ---
Domestic
Food
Car

Image

Choose File No file chosen

Add Product



All Products

#	Image	Name	Price	Actions
1	Product	Tomato	222.00	Details Edit Delete
2	Product	Meme	123.46	Details Edit Delete
3	Product	Cucumber	20.00	Details Edit Delete
4	Product	Onion	22222.00	Details Edit Delete

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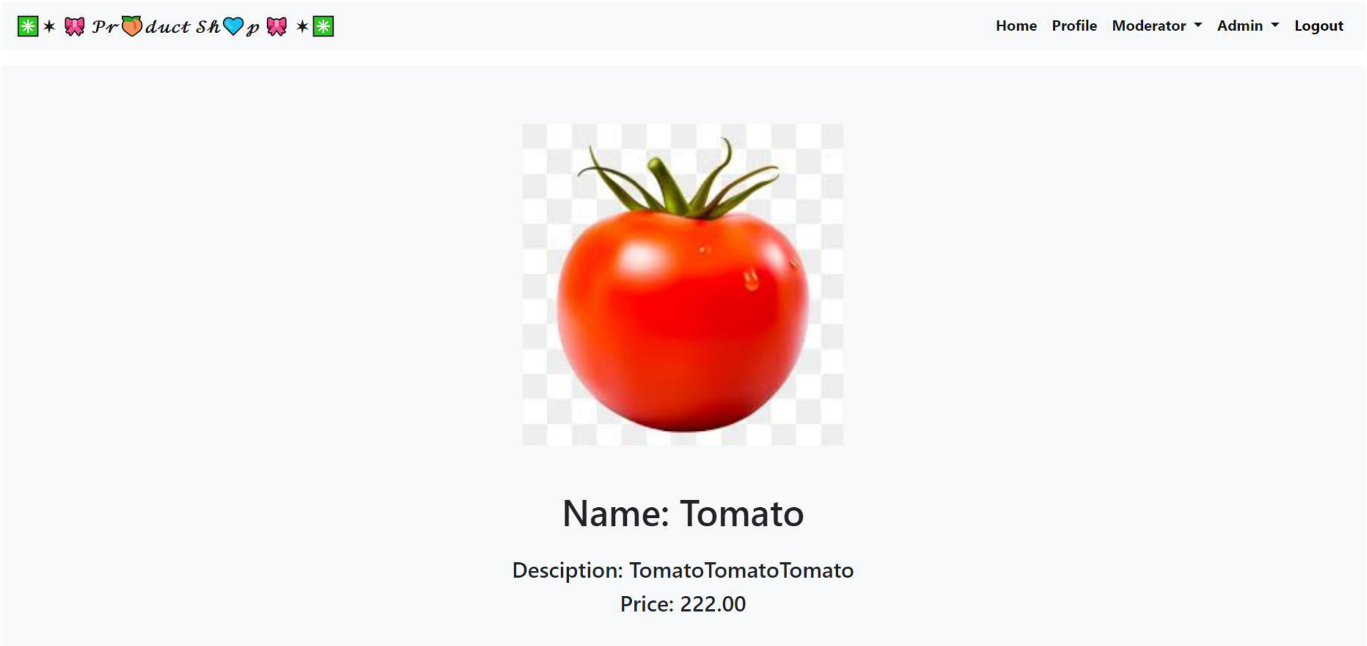
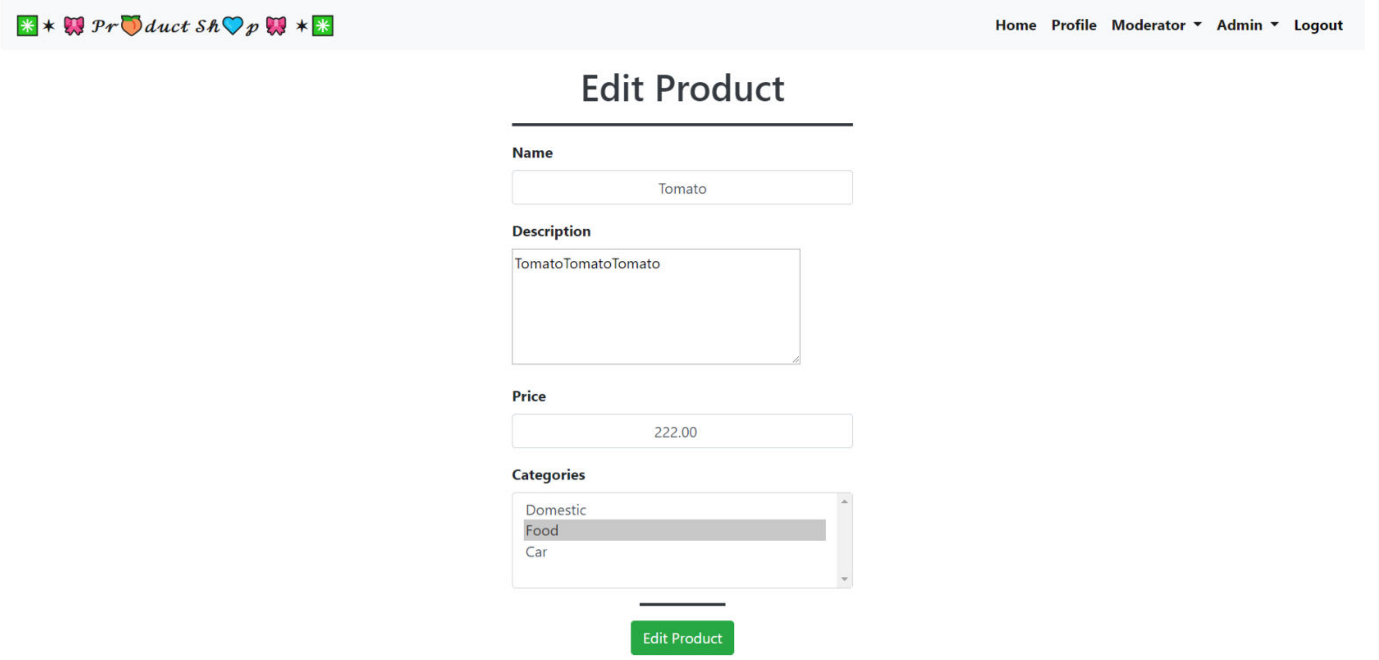


Name: Tomato

Desciption: TomatoTomatoTomato
Price: 222.00



Edit Product

Name

Tomato

Description

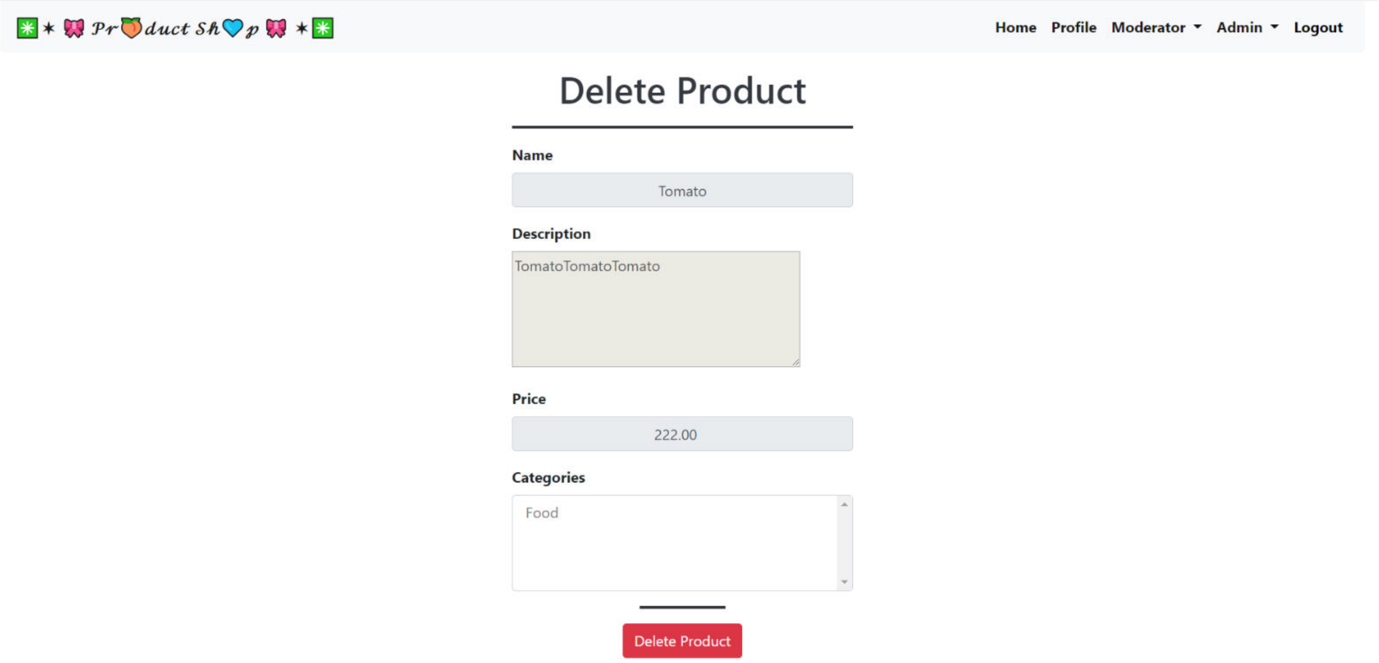
TomatoTomatoTomato

Price

222.00

Categories

Domestic
Food
Car



Delete Product

Name

Tomato

Description

TomatoTomatoTomato

Price

222.00

Categories

Food

2. Data Entities

Create the required **entities**. Use the appropriate **data types**. In this exercise you will have Users and their Roles

- **Product**
  - **Id –** primary key, universally unique identifier

    - **Name –** string
    - **Description –** string
    - **Price** – a floating-point number
    - **ImageUrl** – a string
    - **Categories –** a collection of **Category** objects.
- **Category**
    - **Id –** primary key, universally unique identifier
    - **Name -** string

3. Establish the Back-End

Create the required:

- **Entities**
- **Models**
- **Repositories**
- **Services**
- **Controllers**

4. Functionality

Categories

Implement all **CRUD** operations for the **Categories**. They should be pretty simple as the entity itself is not that complex.

Products

Implement all **CRUD** operations for the **Products**. NOTE: You cannot **edit** the **image** of the **Product**.