Assignment: Next.js/React.js Candidate Test Objective:

Evaluate the candidate's ability to design UI, integrate APIs, and manipulate the DOM effectively using Next.js/React.js.

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Problem Statement:

Create a Car Finder Web App using Next.js (or React.js if preferred) that allows users to:

1. Search for Cars based on filters like brand, price range, fuel type, and seating capacity.
2. View Car Details when clicked from the search results.
3. Add Cars to Wishlist (store wishlist items in Local Storage).
4. Fetch Data from an API (provided or any mock API).
5. Apply Real-Time UI Updates based on user interactions.

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Requirements:

Frontend (UI & UX) -

Create a responsive design using TailwindCSS/Material UI/Bootstrap. Implement a search bar and filters for brand, price range, and fuel type. Use pagination to show only 10 cars per page.

Provide a wishlist feature with an interactive UI.

Display car images, names, and key specifications in a grid/list format.

API Handling -

Use Next.js API routes (or mock API) to fetch cars. Display loading states and error handling.

Implement search and filter logic using API parameters.

DOM Manipulation

Add cars to the wishlist using Local Storage.

Update the UI without page reloads when adding/removing from the wishlist. Show live updates when filters or search queries change.

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Bonus Features

Implement a dark mode toggle.

Add animations or transitions for UI components.

Allow users to sort cars by price (low to high, high to low).

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Technology Stack:

Next.js (Preferred) / React.js

State Management: useState, useEffect (Redux optional) CSS Framework: TailwindCSS, Material UI, or Bootstrap Storage: LocalStorage for Wishlist

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Submission Guidelines:

Upload the project to GitHub (public repo).

Share the GitHub link and a live demo (if deployed on Vercel/Netlify). Provide a README.md with setup instructions.

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Evaluation Criteria:

This assignment will test the candidate’s ability to design UI, handle APIs, manipulate the DOM dynamically, and create an interactive experience in a real-world project scenario.