

Mini project 2

Asset Tracking with database and Entity Framework Core

This project is the start of an Asset Tracking database.

Asset Tracking is a way to keep track of the company assets, like Laptops, Stationary computers, phones and so on...

All assets have an end of life which for simplicity reasons is 3 years.

All assets needs to be stored in database using Entity Framework Core.

Level 1

Create a console app that have the following classes and objects:

Laptop Computers

- MacBook
- Asus
- Lenovo

Mobile Phones

- Iphone
- Samsung
- Nokia

You will need to create the appropriate fields, constructors and properties for each object, like purchase date, price, model name etc.

All assets needs to be stored in database using Entity Framework Core with Create and Read functionality.

Level 2

Create a program to create a list of assets (inputs) where the final result is to write the following to the console:

- Sorted list with Class as primary (computers first, then phones)
- Then sorted by purchase date
- Mark any item *RED* if purchase date is less than 3 months away from 3 years.

Your application should handle FULL CRUD.

Level 3

Add offices to the model:

You should be able to place items in 3 different offices around the world which will use the appropriate currency for that country. You should be able to input values in dollars and convert them to each currency (based on today's currency charts)

When you write the list to the console:

- Sorted first by office
- Then Purchase date
- Items *RED* if date less than 3 months away from 3 years
- Items *Yellow* if date less than 6 months away from 3 years
- Each item should have currency according to country

Your application should handle FULL CRUD.

Your application should have some reporting features.