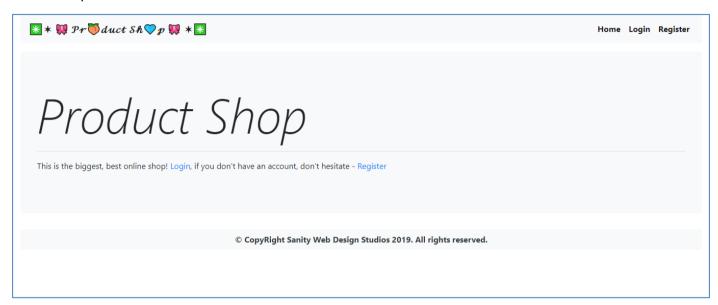
Project: Product Shop

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.



Workshop: Part 1 - Users

1. Views

You will be given a couple of views.











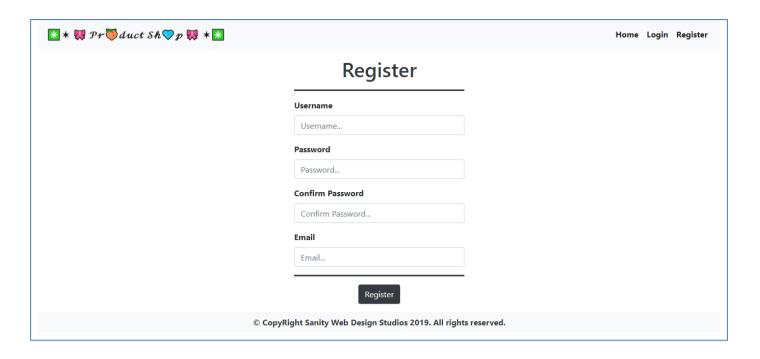


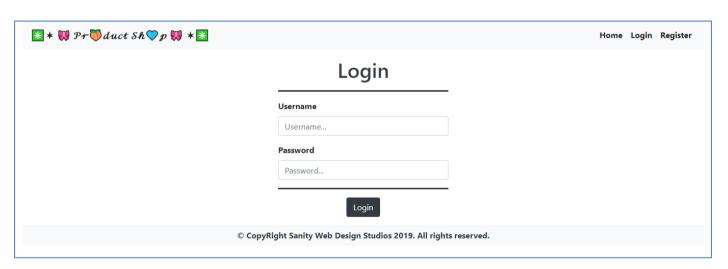


























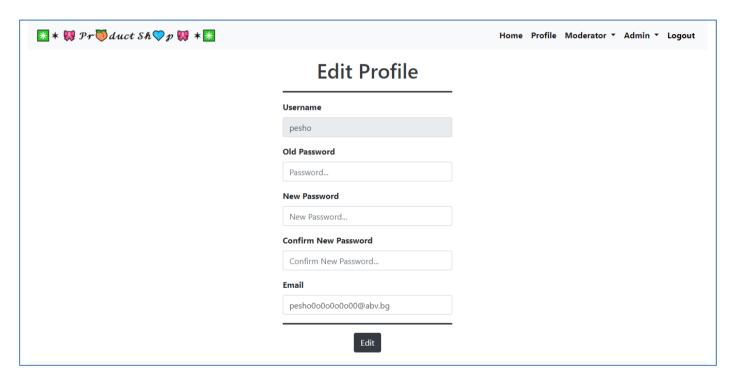
































2. Data Entities

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

- User
 - Id primary key, universally unique identifier
 - Password string
 - Email string
- Role
 - Id primary key, universally unique identifier
 - Authority string

3. Establish the Back-End

Create the required:

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

4. Register User

Create a functionality to register Users.











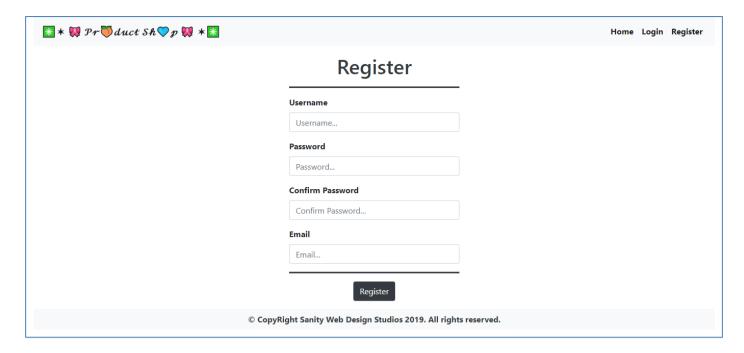












5. Login User

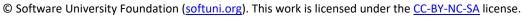
Create a functionality that logs in user.



6. View Profile

Create a functionality to view the current logged in user's profile. You should be able to go to edit profile page.















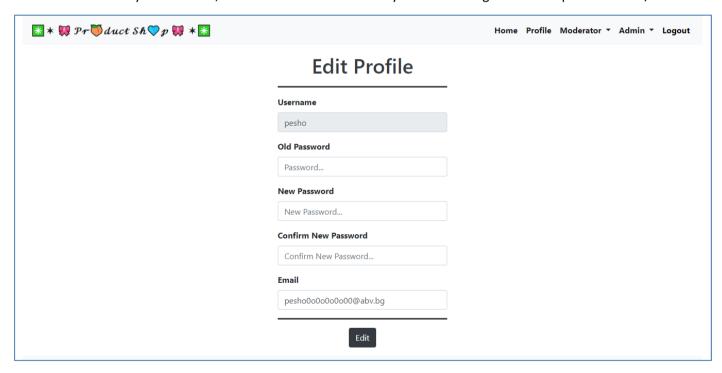






7. Edit User's Profile

Create a functionality to edit User, in other words a functionality that can change the user's password and/or email



8. Admin Functionality

Admins should be able to see all users and change their roles





















