

05.05.2025

Senior Frontend Developer Coding Challenge 1

Hierarchical Asset Management in a Unified Namespace





Context

Cybus Connectware enables powerful industrial data integration using the **Unified Namespace (UNS)** pattern. A UNS allows the modeling of complex asset hierarchies and semantic context in a flexible, scalable way.

In this challenge, you'll build a simplified front end to manage an industrial asset hierarchy with labels and contextual data, inspired by Connectware's principles.

Goals

Build a React-based frontend that allows users to:

• Define a hierarchical structure for a multi-site industrial organization.

Example of a minimal tree:

```
Unset
Cybus
- Germany
    — Hamburg
      └── Hall A
            └─ Line 1
            DEHHWelding_03 [Asset]
                     — current [Datapoint]
                         pressure [Datapoint]
                        state [Datapoint]
              — DEHHWelding_04 [Asset]
            ___ A0I
                         └── DEHHCam_1 [Asset]
     — Berlin
      Line 1
         L— DEBWelding_03 [Asset]
      L— CMS [Asset]
  – Monitoring [Asset]
```

- Modify the hierarchy dynamically.
- Assign assets to any node in the hierarchy.



- Assign labeled metadata to:
 - Nodes (e.g. Project: CybusPowerCell)
 - Assets (e.g. Asset: DEHHWelding_03, Type: IS-Q6000A)
 - o **Datapoints**, which are part of an asset (e.g. current, pressure, state)
- Retrieve and display:
 - Full hierarchy path of any asset or datapoint
 Example: Cybus > Germany > Hamburg > Hall A > Line 1 > DEHHWelding_03 > pressure
 - All labels of any asset or datapoint
 - o All labels of parent nodes

Requirements

Functional

Users can:

- Add/edit/delete nodes in the hierarchy
- Assign assets to hierarchy nodes
- Add/edit/delete labels for nodes, assets and datapoints
- Retrieve the full path of a selected asset or datapoint
- View all labels for an asset or datapoint including the labels of their parent nodes

Technical

- Use **React** with **TypeScript**
- Use localStorage with asynchronous access actions
- No UI framework required, but you may use Material UI as we do



- Provide **clear documentation** on how to run and use the application
- Structure code for scalability and testability

Bonus

Extra Credit

- Visualization of the hierarchy structure
- **Drag-and-drop** support to reorder or move nodes in the hierarchy

Nice to Have

• Search/filtering by node, asset name, or label

Submission

Please provide a GitHub repo or archive that includes:

- Source code
- README with:
 - Setup instructions
 - A screenshot or short Loom-style video walkthrough
- A short file describing:
 - Your approach
 - Data model
 - Key decisions and trade-offs



Use Your Judgment

This challenge intentionally leaves room for interpretation. Feel free to be creative with the UI/UX, component structure, and features. We'd love to see how you think and what you prioritize when given the freedom to design your own solution.