

# Objective

Build a self-hosted ASP.NET Core web application that takes a catalog category hierarchy as input, sends each subcategory to the OpenAI API, and outputs the three most relevant product attributes for every subcategory.

## Requirements

### 1. Input

The application should accept a JSON structure representing categories. Here is an example of the category structure:

```
JSON
[
  {
    "categoryName": "TVs",
    "subCategories": [
      {
        "categoryId": 80,
        "categoryName": "TVs"
      },
      {
        "categoryId": 948,
        "categoryName": "All-Weather TVs"
      },
      {
        "categoryId": 37,
        "categoryName": "TV Accessories"
      }
    ]
  },
  {
    "categoryName": "Projectors & Screens",
    "subCategories": [
      {
        "categoryId": 62,
        "categoryName": "Projectors"
      },
      {
        "categoryId": 30,
```

```

        "categoryName": "Projector Screens"
    },
    {
        "categoryId": 83,
        "categoryName": "Projector Lenses"
    },
    {
        "categoryId": 35,
        "categoryName": "Projector Accessories"
    },
    {
        "categoryId": 1201,
        "categoryName": "Screen Accessories"
    }
]
},
{
    "categoryName": "Mounting Brackets",
    "subCategories": [
        {
            "categoryId": 126,
            "categoryName": "TV Mounts & Brackets"
        },
        {
            "categoryId": 91,
            "categoryName": "Motorized Lifts"
        },
        {
            "categoryId": 102,
            "categoryName": "Projector Brackets"
        },
        {
            "categoryId": 793,
            "categoryName": "Speaker Mounts"
        },
        {
            "categoryId": 1203,
            "categoryName": "Mounting Bracket Accessories"
        },
        {
            "categoryId": 1628,
            "categoryName": "Tablet Brackets"
        }
    ]
}

```

```
    },
    {
      "categoryName": "Receivers & Amps",
      "subCategories": [
        {
          "categoryId": 105,
          "categoryName": "Receivers"
        },
        {
          "categoryId": 40,
          "categoryName": "Amplifiers"
        },
        {
          "categoryId": 101,
          "categoryName": "Preamps & Processors"
        },
        {
          "categoryId": 1198,
          "categoryName": "Receiver & Amp Accessories"
        }
      ]
    },
    {
      "categoryName": "Speakers",
      "subCategories": [
        {
          "categoryId": 115,
          "categoryName": "Sound Bars & Bases"
        },
        {
          "categoryId": 120,
          "categoryName": "Subwoofers"
        },
        {
          "categoryId": 74,
          "categoryName": "In-Ceiling"
        },
        {
          "categoryId": 75,
          "categoryName": "In-Wall"
        },
        {
          "categoryId": 94,
          "categoryName": "Outdoor"
        }
      ]
    }
  ]
}
```

```

    },
    {
      "categoryId": 48,
      "categoryName": "Bookshelf & On-Wall"
    },
    {
      "categoryId": 70,
      "categoryName": "Floorstanding"
    }
  ]
},
{
  "categoryName": "A/V Sources & Media Players",
  "subCategories": [
    {
      "categoryId": 766,
      "categoryName": "Media Players"
    },
    {
      "categoryId": 45,
      "categoryName": "Docking Stations"
    },
    {
      "categoryId": 131,
      "categoryName": "Blu-Ray Players"
    },
    {
      "categoryId": 765,
      "categoryName": "DVD Players"
    },
    {
      "categoryId": 1704,
      "categoryName": "Mobile Devices"
    },
    {
      "categoryId": 767,
      "categoryName": "Gaming Systems"
    },
    {
      "categoryId": 768,
      "categoryName": "CD Players"
    },
    {
      "categoryId": 769,

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```

        "categoryName": "Turntables"
    }
]
},
{
    "categoryName": "Control",
    "subCategories": [
        {
            "categoryId": 106,
            "categoryName": "Handheld Remotes"
        },
        {
            "categoryId": 55,
            "categoryName": "Climate Control"
        },
        {
            "categoryId": 79,
            "categoryName": "Keypads"
        },
        {
            "categoryId": 125,
            "categoryName": "Touchscreens"
        },
        {
            "categoryId": 59,
            "categoryName": "Controllers"
        },
        {
            "categoryId": 794,
            "categoryName": "Base Stations, Repeaters, & Gateways"
        },
        {
            "categoryId": 1648,
            "categoryName": "Contacts, Relays & Sensors"
        }
    ]
},
{
    "categoryName": "Lighting",
    "subCategories": [
        {
            "categoryId": 84,
            "categoryName": "Dimmers & Switches"
        },
    ]
}

```

```

    {
      "categoryId": 1712,
      "categoryName": "Keypads"
    },
    {
      "categoryId": 1713,
      "categoryName": "Panelized Lighting"
    },
    {
      "categoryId": 1714,
      "categoryName": "Color Change Kits"
    },
    {
      "categoryId": 1721,
      "categoryName": "Light Strips"
    },
    {
      "categoryId": 1722,
      "categoryName": "Bulbs & Lamps"
    }
  ]
},
{
  "categoryName": "Networking",
  "subCategories": [
    {
      "categoryId": 1698,
      "categoryName": "Routers, Gateways, & Firewalls"
    },
    {
      "categoryId": 107,
      "categoryName": "Switches"
    },
    {
      "categoryId": 138,
      "categoryName": "Wireless Hardware"
    },
    {
      "categoryId": 1571,
      "categoryName": "Wireless Antennas"
    },
    {
      "categoryId": 1699,
      "categoryName": "Cellular Boosters"
    }
  ]
}

```

```

    }
  ]
},
{
  "categoryName": "Signal Distribution",
  "subCategories": [
    {
      "categoryId": 44,
      "categoryName": "Baluns & Extenders"
    },
    {
      "categoryId": 2045,
      "categoryName": "AVoIP"
    },
    {
      "categoryId": 87,
      "categoryName": "Switchers"
    },
    {
      "categoryId": 111,
      "categoryName": "Signal Converters"
    },
    {
      "categoryId": 1770,
      "categoryName": "Encoders & Decoders"
    },
    {
      "categoryId": 1568,
      "categoryName": "Splitters & Dist Amps"
    }
  ]
},
{
  "categoryName": "Multi-Room Audio",
  "subCategories": [
    {
      "categoryId": 92,
      "categoryName": "Keypads & Components"
    },
    {
      "categoryId": 132,
      "categoryName": "Volume Controls"
    },
    {

```

```

        "categoryId": 1275,
        "categoryName": "Speaker Switchers"
    },
    {
        "categoryId": 1709,
        "categoryName": "Packages"
    },
    {
        "categoryId": 1755,
        "categoryName": "Controllers"
    },
    {
        "categoryId": 1276,
        "categoryName": "Multi-Room Audio Accessories"
    },
    {
        "categoryId": 1776,
        "categoryName": "Software & Licenses"
    }
]
}
]

```

## 2. Processing

For each category:

- Build a prompt requesting the three most popular product attributes.
- Make a direct API call to the **OpenAI API**.
- Parse the response and extract attributes.
- Produce a final JSON output.

Required behaviors:

- Validate JSON formatting and return useful error messages.
- Handle API failures gracefully.



- Ensure attribute extraction is clean and consistent.

### 3. Output

Return JSON in the following format:

```
JSON
[
  {
    "categoryId": 80,
    "attributes": ["attribute1", "attribute2", "attribute3"]
  },
  {
    "categoryId": 948,
    "attributes": ["attribute4", "attribute5", "attribute6"]
  },
  ...
]
```

### 4. Web UI

Create any web-based UI (not Swagger-based) that:

- Provides a text area for JSON input.
- Has a button to generate attributes.
- Displays output JSON.

## Deliverables

### 1. Source Code

A complete, runnable ASP.NET Core project with a clear structure.  
Suggested structure (not mandatory, but encouraged):

None

```
/src
  /CategoryAttributeGenerator      ← main application project
  /CategoryAttributeGenerator.Tests ← optional tests
/README.md
```

Requirements:

- Must build and run with dotnet run
- No missing files, configs, or settings (except for OpenAI key)
- The project should be cleanly organized (folders for Controllers, Services, Models, etc.)

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## 2. README File

Your README must clearly describe:

### How to Run the Application

- Required .NET SDK version (any version you used)
- Step-by-step instructions:
  - install dependencies
  - set environment variables
  - run the project
  - access the UI