

Lab problems

P1. Catalog

A faculty manages information about *students* and *disciplines*.

Create an application which allows to:

- perform CRUD operations on *students* and *disciplines*
- assign *grades*
- filter entities based on various criteria
- reports: e.g. the list of students who will get a scholarship

P2. Lab problems

A teacher manages information about *students* and lab *problems*.

Create an application which allows to:

- perform CRUD operations on *students* and lab *problems*
- *assign problems to students*; assign *grades*
- filter entities based on various criteria
- reports: e.g. find the problem that was assigned most times

P3. Movie rental

A movie rental shop manages information about *movies* and *clients*.

Create an application which allows to:

- perform CRUD operations on *movies* and *clients*
- *rent* movies
- filter entities based on various criteria
- reports: e.g. find the most rented movie

P4. Book store

A book publisher manages information about *books* and *clients*.

Create an application which allows to:

- perform CRUD operations on *books* and *clients*
- *buy* books
- filter entities based on various criteria
- reports: e.g. sort clients based on the spent amount of money