Hi Roshan / fellow developer(s),

Was asked to send you some code so I have attached something recent for you to look at; it is prototype code that I wrote to help establish a base design for a campaign where Monster asked us to create a loyalty program for their Power Play brand where users build up loyalty points via different channels with the option to exchange / convert these into some other type of reward like say airtime at some stage.

My approach with the core was to treat the loyalty points as currency (as it can hold real value) and to create a simple account plus other components that handle basic account related functionality and currency conversion. I do not have any persistence bits; repo methods are stubbed out or mocked for the sample.

You will notice there are no unit tests – I tend to avoid TDD when I explore designs because I find I sometimes I end up with a ‘bottom-up’ kind of architecture. That said, if the design is clear then I tend to write tests first ala red-green-green.

The code has a bunch of bits in it that relate to SOLID and several design patterns, preconditions, composition requiring runtime context outside of the composition root etc.

The prototype is not done since the project was postponed and I moved onto something else, but there is enough in there to give you a sense of my code.

When you open the solution, there is a console app called **Sample** that shows parts of the basic API usage and will print logs to the console, but stepping through the code will reveal all. 😊

Cheers,

Albert