

# Round 1 – Software Developer Intern – Anmol

Round 1 – Online assessment for Software Developer role at FOG.

Candidate –

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- Resume link – [Anmol\\_CV.pdf – Google Drive](#)

## Question 1

- Github link: [Anmol-Choudhary-26/serverUi \(github.com\)](#)
- Deployed app: [React App \(serverui.netlify.app\)](#)
- high-level approach

Design Understanding:

Study the Figma design for SERVER INFO, focusing on layout, components, and interactions.

Component Setup:

Create React components for server details, status indicators, and interactive elements like buttons.

Backend Integration:

Develop Node.js APIs to fetch server data (server name, map, players, ping, status) for the green-highlighted sections.

Frontend Development:

Implement React components based on the design, manage state with hooks, and style using CSS. Implement hover effects with CSS and handle click events for interactive elements.

Deployment:

Deploy the Node.js backend and React frontend separately on appropriate platforms.

## Question 2

- Github link: [Anmol-Choudhary-26/gridPattern \(github.com\)](https://github.com/Anmol-Choudhary-26/gridPattern)
- Deployed App: [React App \(gridrain.netlify.app\)](https://gridrain.netlify.app)
- high-level approach

### **Grid Setup:**

- Create a grid using HTML/CSS (or React components) to represent a matrix of cells.

### **Raindrop Animation:**

- Use JavaScript (or React with CSS animations) to generate raindrops falling from top to bottom within the grid cells.
- Position raindrops randomly within grid columns and animate their descent using CSS animations or JavaScript timers.

### **Interaction and Styling:**

- Implement hover effects and styling to simulate raindrops filling grid cells dynamically.
- Adjust colors randomly or based on predefined patterns for visual variation.

### **Question 3**

Have you built any game or worked on a game/gamification related project before?  
Tell us a little bit about what you did. Attach screenshots where required.

### **Answer**

I haven't personally worked on a game or gamification-related project before. However, I'm eager to take on such projects with 100% dedication if given the opportunity. Games and gamification are exciting fields that blend creativity with technical skill, and I'm ready to apply my abilities to contribute effectively in such environments.