



# CODE LEVELING



PROVE OF LEARNING

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# RULE FOR THIS GAME GIVEN BY THE SYSTEM



⇒ TEST THE CODE FOR EDGE CASES AND WRITE UNIT  
TEST FOR EACH FUNCTION

⇒ THE CODE SHOULD BE CLEANED UP AND OPTIMISED  
WITH GOOD NAMING CONVENTIONS

⇒ ONLINE OUTSOURCING OF THE CODE IS PROHIBITED, I  
SHOULD SEE JUST YOUR THOUGHT PROCESS IN THE  
CODE NOT OUR UNCLES OWN

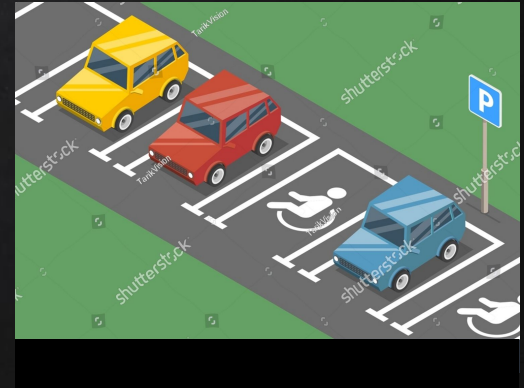
⇒ THE CODE SHOULD BE CLEANED UP AND OPTIMISE

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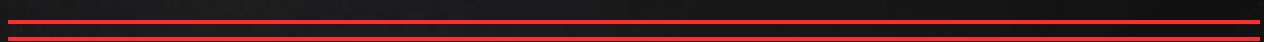




# MINI PARKING SYSTEM



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You are to simulate a simple parking lot with 20 slots.

- Each slot is either empty (0) or occupied by a car number (1).
- A car can enter the parking lot if there's a free slot (from left to right).
- A car can leave by specifying the slot number.
- You should be able to display the parking status after each action.



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THANKS!

Hope that was fun?



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