

Server-Client Work Sample

We would like you to create a simple web-application, with both a server and a client part, providing statistics about football players.

Application flow

1. User is presented with a list of players with statistics
2. User selects a player from the list
3. User is then presented with a detailed view of the statistics for that selected player
4. User can then also navigate back to the list

Server

The server must be written in Java but feel free to use whatever tools/frameworks you feel comfortable with. The server should expose a public JSON API with two data endpoints

- `/api/players` - returns an array containing lightweight representation of players
- `/api/player/:id` - returns an object containing all fields for a specific player

The endpoints should only return as much data as is needed for presentation. Source data is provided as comma-separated values in `players.csv`, this file has to be consumed and read as is from disk during runtime. It is ok with in memory-persistence only.

Client

The client is to be implemented as a single page application, navigation links should not reload page. Data is fetched from server and all rendering must be kept client side. Feel free to use whatever tools/frameworks you feel comfortable with as long as Javascript (ES5, ES6) is used; CoffeeScript, TypeScript and similar are not allowed.

Comments

Present the statistics in a way you feel is best suited, the only requirement is that the detail view presents more information than the list view (per player). Consider making the interface functional before you make it pretty.

As part of your handover provide documentation where you

- Describe why you have chosen the solution you have.
- List any limitations in your solution or problems you ran into.
- Provide instructions on how to install and run your solution
- The installation should be as easy and straightforward as possible

We wish you the best of luck and are eagerly awaiting your sample!