

# Frontend Intern Tasks

## Task 1

By using only html and css, create an identical tooltip as on attached design (files attached). Tooltip should be visible only while hovering or selecting underlined word.

Task should be done in one html file named CCFrontTask1.html (with css in "style" element).

## Task 2

Write a function calculating damage done by a spell of the famous polish wizard.

Eg. <https://www.youtube.com/watch?v=XkeVYHJ6AG8> - 'fejejeeaindaiyaiai'

Spell consists of subspells. Each subspell add points of damage respectively:

'fe' - 1  
'je' - 2  
'jee' - 3  
'ain' - 3  
'dai' - 5  
'ne' - 2  
'ai' - 2

Spell start with 'fe' and end with 'ai'. Spell body can have subspells or other letters, but every single other letter decrease damage of spell by 1 point. 'fe' can occur only once and last 'ai' always end the spell. Method should return 0 if damage is negative or if spell is incorrect. In case of multiple possible combination of subspells in one spell return the highest score.

Correct spells:

'xxxxxfejejeeaindaiyaiaiaixxxxx' (fe-je-jee-ain-ai-ai-ai)

'jejejeai' (fe-ai)

Incorrect spells:

'jejeai' (doesn't start with 'fe')

'dadsafeokokok' (doesn't end with 'ai')

'aioooofe'

i.e.

damage('feai') == 2

damage('feaineain') == 1 + 2 + 2 + 2 = 7 (fe-ai-ne-ai) - not (fe-ain-ai) because 1+3+2 = 6 and 7 > 6

damage('jee') == 0

damage('fefefefefeaiaiaiaiai') == 0 (more than one 'fe')

damage('fdafafeajain') == 1 (fe-ai) 3 - 2 (because 'aj')

damage('fexxxxxxxxxxai') == 0 (3-10 = -7 < 0)

Solution should be in file named CCFrontTask2.js and contains exported damage function inside.

```
exports.damage = function(spellString) {
```

```
...
```

```
return damage;
```

```
}
```

where spellString is type String and function returns Number.