# AngularJS Exercise

The exercise should be written in Angular 1, it's allowed to use Bootstrap and any other Angular and CSS Open Source libraries. The exercise should be written with attention to clear, readable code and close attention to UI details.

Submitting:

1. Submit this exercise via mail, send it to ‘info@icvapp.co.il’ with a zip file (change the end fix to ‘zap’ or another). Do not use GitHub.
2. Deliver a compile and readable version if you have used tools like gulp or others (Do not minify the code).
3. The zip should include index.html file that will open the exercise (Do not use server or outside scripts).

## Section 1

Create a tile board in the center of the screen (the width and height of the board should be same). its' height is a third of the height of the screen. The board should be 12 by 12. Each tile should be with the same background color (from now we will call it color A')

## Section 2

On a click on any tile, the color of the clicked tile should alter to other color (Color B'), another click on it should return it to color A'.

## Section 3

Add side bar with a 'start' button that After clicking on this button you can choose a tile to click on. The chosen tile should have the word 'start' written in the bottom right corner of the tile.

## Section 4

Do the same logic for 'end' button.

## Section 5

Create a function that build a route from 'start' to 'end'. The route should not go throw any of the B' colored tiles. The route should be in color C'.

Add to the side bar a 'go' button, on click the function above will be activate.

## Section 6

Add to the previous function a delay of 0.1 seconds for each step (a color C' tile step) in the progress of the function above.

## Section 7

After the function above has finished we will move to other page with ending message in the center of the screen. The message will contain the number of steps and the running time.  
For example: "Job ended successfully with 10 Steps, at 00:12:40 minutes"

Underneath the message will be a back to tile board button, it would look like this:

  
Please use this PNG image 

On hover the button should be:



Write the button in code – do not use this image as a button.\*

## Section 8

Create a settings screen with form to insert a hex number to color A' B' C'.