Documentation

This application it’s for a starship resource is a single transport craft that has hyperdrive capability.

When the real problem is: want to know for all SW starships, to cover a given distance, how many stops for resupply are required.

The system was built with good architecture using Dependency Injection as design patterns, with great design, with a system organized, all classes separated like Views with front-end to do a communication to controller, in this layer happen any validations and after send a request to Service(ApiCaller) to do post with API and returns all Starships from API,the requisition to Runner to calculate the problem and return the result in other Controller that returns to View(Result).

Utilizing C# Asp.Net Core MVC. The application does a Post async with HTTPCLIENT API and sends a request to SW API.

Everyone can use the program, because it’s a simple software. The application will take as input a distance in mega lights (MGLT).

The output should be a collection of all the starships and the total amount of stops required to make the distance between the planets.