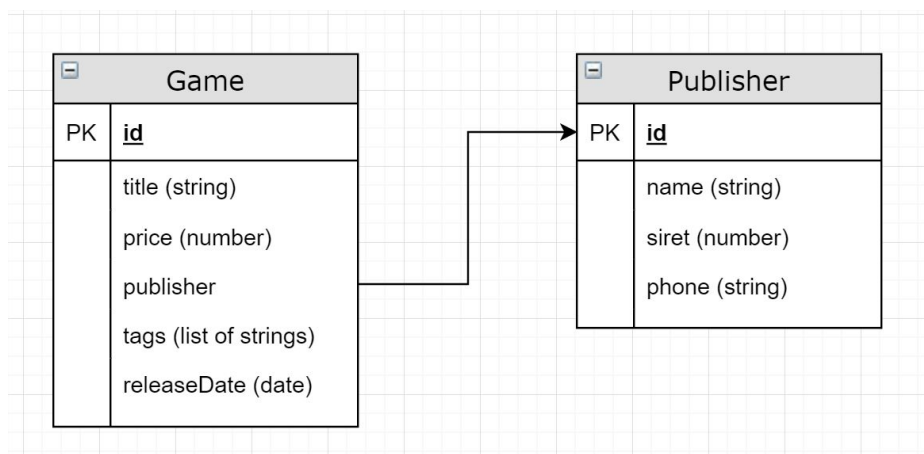# Coding test

NodeJs/Typescript

Exercice:

This coding exercise consists in implementing a little backend micro-service which aims to serve the games data.

This component will expose a REST api providing CRUD operations to fetch one or several games, create, update and delete a game. Though this api, it will also be possible:

- Fetch only the publisher data for a given game (without any publishers dedicated API – i.e. only by using the game API)
- To trigger a process which will automatically remove the games having a release date older than 18 months and apply a discount of 20% to all games having a release date between 12 and 18 months.

The game data model will be kept relatively simple:

Game	
PK	**id**
	title (string)
	price (number)
	publisher
	tags (list of strings)
	releaseDate (date)

Publisher	
PK	**id**
	name (string)
	siret (number)
	phone (string)

The application has to be configured to run in a Docker container. Moreover, the expected (and mandatory) programming paradigm to respect is the OOP (oriented-object programming).

The language to use will be Typescript and the framework Nestjs. Code source will be delivered though a personal github account or sent by mail (by attaching the archive).