

# Koru Kids Technical Exercise

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Thanks for taking the time to do our technical exercise!

The task is to implement a checkout system that conforms to the following interface:

```
co = Checkout.new(rules)
co.scan(item)
co.scan(item)
price = co.total
```

## Items

Item	Price
A	£30
B	£20
C	£50
D	£15

## Promotions

- If 3 of Item A are purchased, the price for all 3 is £75.
- If 2 of Item B are purchased, the price for both is £35.
- If the total basket price (after previous discounts) is over £150, the basket receives a discount of £20.

## Example Test Data

Basket	Price
A, B, C	£100
B, A, B, A, A	£110
C, B, A, A, D, A, B	£155
C, A, D, A, A	£140

## Basic Requirements

The exercise shouldn't take more than a couple of hours, but feel free to spend as much or as little time on it as long as you do the following:

- Implement the interface above in ruby
- Write tests, which can be easily ran in one step
- Include your git history and commit regularly so we can see your thought process
- Cater for the design considerations below

## Design Considerations

We expect the marketing team will want to invent **new types** of promotional rules beyond the current multi-buy and basket total promotions. The design should allow the system to be extended in a way that follows **SOLID** principles.

When you're done, zip up the repo & email it to [michael@korukids.co.uk](mailto:michael@korukids.co.uk).

*Please don't push to a public repo e.g. on Github.*

## What's Next

We'll take a look at your code and get back to you with feedback within 3 working days.

That's it! Good luck.