

L.L.D / Design discussion

- Games →
- App →
- Entity → Pen, Char
- Class diag
- DSA (trickles)

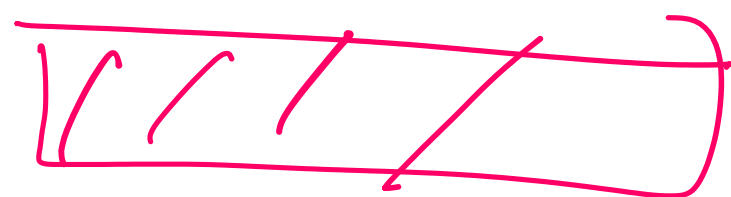
60 - 120 min

Machine Coding

- Clean problem
- Set of req.

- Write a working code
- Main to test
- UI is not req.

> 90 min



Google

Amazon (SDE-2)

Adobe

Design a Pen

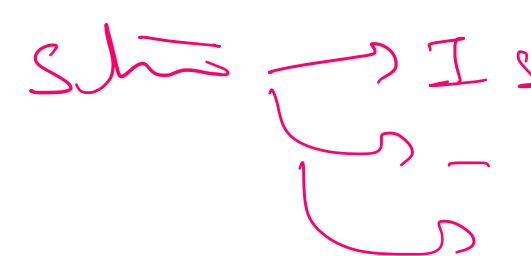
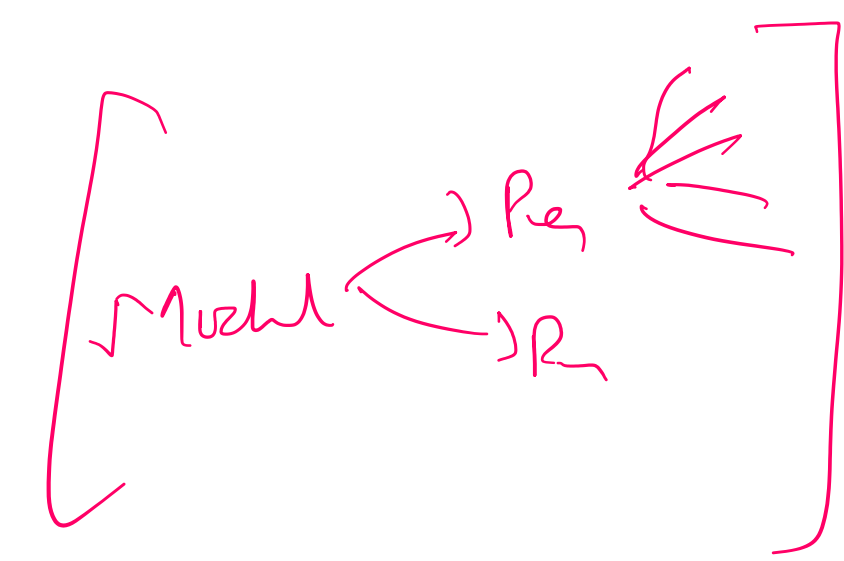
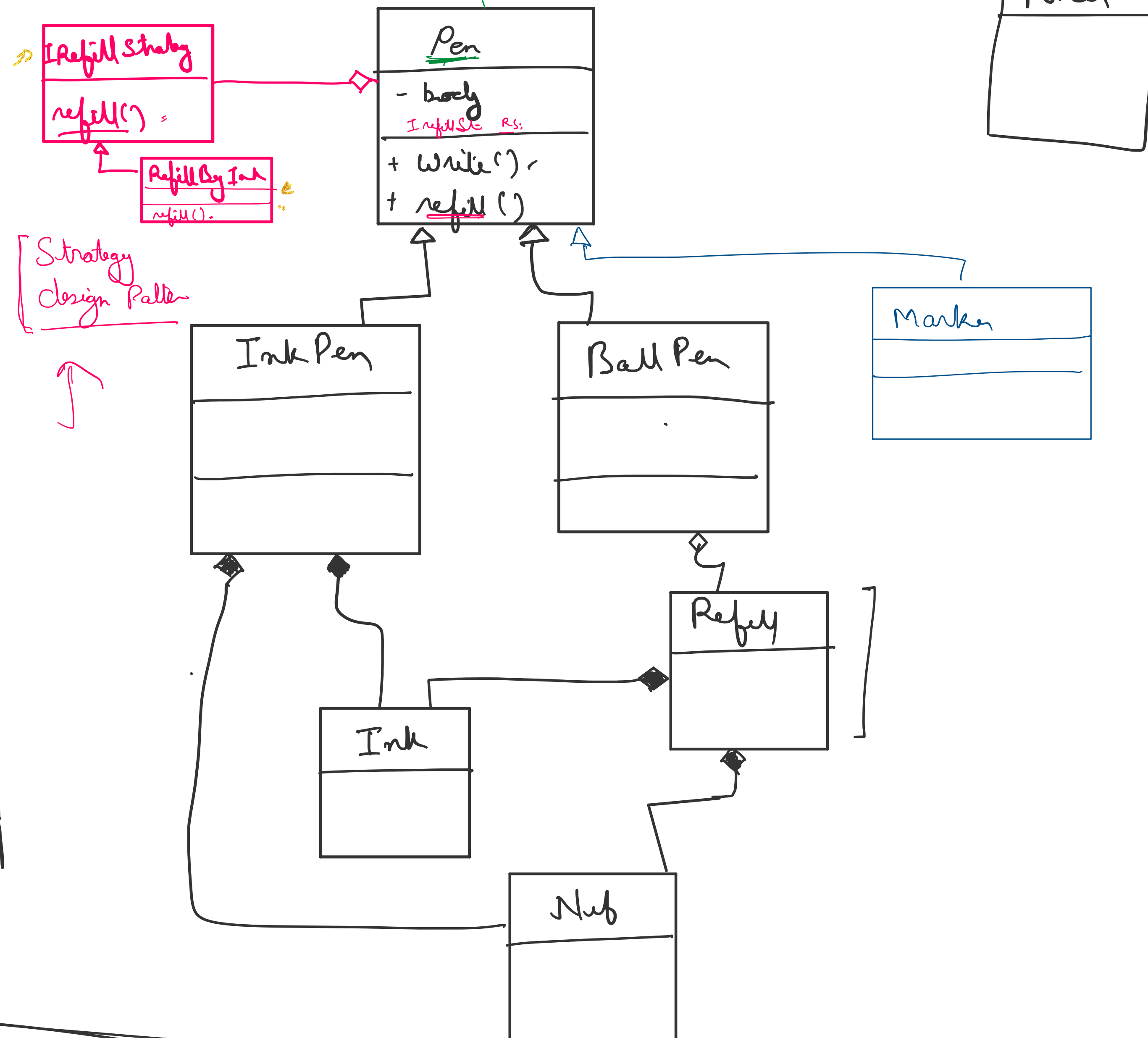
Current req.

Generalize

Feature Scope
on other feature

- Design a **Pen** with a feature of **write()** to the user/client.
- Anything that has **ink** & write with **write** is a pen.
- **Ball Pen** & **ink pen** have diff write behavior.
- Ball Pen has a **refill** & ink pen has **ink**.
- In future **sketch Pen** & **Marker**
- We might want to extend the sys to **penet**, **chalk** etc.
- Implement **refill()**.

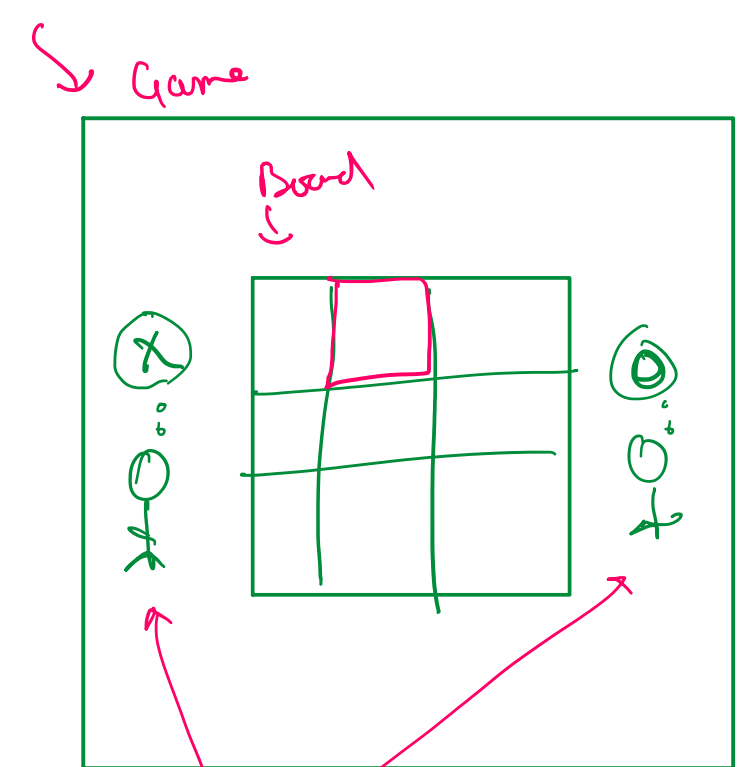
Person
Place
Thing → Notes



Design Tic-Tac-Toe

- Size / dimension → $m \times n$ (n is a row, m is a column)
- Multiplayer or AI → Computer player
- No. of players → 2 play
- Move up/down? →
- Confirm the rules / feature / what is it
- APIs

- Create / Launch game
- Players make moves turn-by-turn
- Is winner?
- Stop the game if no moves left or there is a winner



- 1 Choose difficulty level of Computer plays (Easy / Med / Hard)
- 2 We might want to update the winner selection algo.