Description

You work in a toy store that is selling Pokemon. Customers who buy more than one type of Pokemon get a discount. The same type of Pokemon cannot be added to a discount group.

Number of Different Pokemon Purchased	Discount Amount
1	No discount
2	10%
3	20%

Pokemon for Sale	Price
Pikachu	$6
Squirtle	$5
Charmander	$5

Requirements

The completed program should be able to calculate the best possible discount for any collection of Pokemon. You may use multiple transactions to get the best price.

Each example should be translated into a Unit Test. No UI component is required, each test scenario may be hard coded. Additional Unit Tests are encouraged.

Competitive advantage

We will be looking to interview those individuals whose completed exercise most closely adheres to the principles listed in the book “Clean Code”. If you are unfamiliar with this book, do not worry. Just try to write your code in a manner which leaves you feeling proud of the end product.

Example One

Purchased 1 Pikachu

Should yield $6.00

Example Two

Purchased 2 Pikachu

Should yield $12.00

Example Three

Purchased 1 Pikachu

Purchased 1 Squirtle

Should yield $9.90

Example Four *note that each group of two Pokemon receives a 10% discount.

Purchased 2 Pikachu

Purchased 2 Squirtle

Should yield $19.80 *2x Example 3 => $9.90 + $9.90 = $19.80

Example Five *note that each group of two Pokemon receives a 10% discount.

Purchased 3 Pikachu

Purchased 3 Squirtle

Should yield $29.70 *3x Example 3 => $9.90 + $9.90 + $9.90 = $29.70

Example Six *note that the 10% discount does not apply to the second Pikachu.

Purchased 2 Pikachu

Purchased Squirtle

Should yield $15.90

Example Seven

Purchased 1 Pikachu

Purchased 1 Squirtle

Purchased 1 Charmander

Should yield $12.80

Example Eight *note that the 20% discount applies to the three grouped Pokemon, but not the additional ungrouped Pikachu.

Purchased 2 Pikachu

Purchased 1 Squirtle

Purchased 1 Charmander

Should yield $18.80