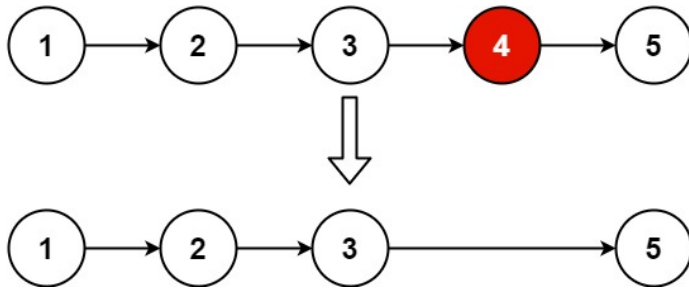


1) Given the head of a linked list, remove the n^{th} node from the end of the list and return its head.

Example1:



Input: head = [1,2,3,4,5], n = 2

Output: [1,2,3,5]

Constraints:

- The number of nodes in the list is sz .
- $1 \leq sz \leq 30$
- $0 \leq \text{Node.val} \leq 100$
- $1 \leq n \leq sz$

(GUI is most appreciated)

2) SQL Schema:

Given two tables named customers and orders with the following schema:

customers

id (int)

name (varchar)

email (varchar)

orders

id (int)

customer_id (int)

total (float)

order_date (date)

Write a SQL query to retrieve the names and email addresses of customers who have placed at least two orders with a total value greater than \$1000.

3) Create a WPF project (with appropriate nice GUI) to take birthday date from the user “Day/Month/Year” and then give him his actual age depending on the current date.

Example1:

Input: 21/4/1997

Output: “Your current age is 26 years, 0 months and 9 days”.

4) Create a simple game where the player has to collect coins and avoid obstacles.

What is required from you?

1. Create a new Unity project and import any required assets (e.g. sprites, sound effects, etc.).
2. Create a player character and add movement controls using Unity's built-in input system.
3. Create a coin object and add a script to it that adds to the player's score when collected.
4. Create an obstacle object and add a script to it that ends the game when the player collides with it.
5. Add some level design to the game, placing coins and obstacles in strategic locations.
6. Create a UI canvas to display the player's score and a game over screen.
7. Implement a game over condition when the player collides with an obstacle, and display the game over screen with the player's final score.
8. Add any additional features or polish as desired (e.g. sound effects, animations, particle effects, etc.).

Tasks submitted as txt, word or any documented file will be refused! All the tasks should be on executable file and must be submitted on GitHub. Every developer has to create his own branch and push his code.

["https://github.com/MahmoudHassan7/Onspec-Tasks.git"](https://github.com/MahmoudHassan7/Onspec-Tasks.git)

Be as simple as possible and show us what you are made of.

Good Luck.