Java – Assessment

Duration: 1 hour

Problem Statement

Write a small price calculator application with the below mentioned flow:

1. Read a value n indicating the total count of devices. This would be followed by the name and price of the device. The datatype for name would be String and price would be float.

2. Build a hashmap containing the peripheral devices with name as key and price as value.

3. Read a value m indicating the number of devices for which the price has to be calculated. This would be followed by device names.

4. For each device mentioned in the array calcuate the total price.

5. You decide to write a function costEstimator which takes the above hashmap and array as input and returns the total price (float) as output with two decimal points. Include this function in class UserMainCode.

Create a Class Main which would be used to read details in step 1 and build the hashmap. Call the static method present in UserMainCode.

Input and Output Format:

Input consists of device details. The first number indicates the size of the devices. The next two values indicate the name, price.

This would be followed by m indicating the size of the device array. The next m values would be the device names.
Output consists of the total price in float.
Refer sample output for formatting specifications.

Sample Input:

3
Monitor
1200.36
Mouse
100.42

Speakers
500.25
2
Speakers
Mouse

Sample Output:

600.67

Instructions:

1. Create a project in your IDE and write your solution
2. Do not write your implementation in the main method. Use the main method only to call the methods that have your solution
3. Follow coding standards
4. Include comments for your implementation
5. Give a meaningful name to your methods and class as instructed in problem statement.
6. Once done with the coding, create a new repository in GitLab and push your code to it.
7. Add your mentor to the repository
8. Share the repo URL with the mentor through Slack
9. The assessment will be assessed based on the following:
    a. Functional implementation
    b. Coding standards
    c. Modular approach (creating multiple classes/methods and calling them)