



Coding Assignment – Associate Software Engineer

As part of our hiring process, we send out assignments related to the position to test your skills. You will find the assignment below.

The goal of this assignment is to understand the potential of your skills and what kind of approach you take while solving problems related to the position of Associate Software Engineer.

The due date of the assignment is 1 week.

Only the candidate who successfully completes all three assignments will be considered for the next interview round.

Our technical team will review your assignment once you have completed and submitted it, and based on the assignment, we will schedule your next interview round.

Assignment Submission: Deploy the working code to GitHub and share the repository link with careers@cloudvandana.com

Assignment

1. Create a Simple Profile Card

Design a responsive profile card using HTML and CSS. The card should include:

- A profile picture
- Name and designation
- A short bio
- Social media icons
- The card should be centered on the page and adapt well to different screen sizes
- Use CSS animations for a hover effect on the card.

2. String Manipulation - Anagram Check

Write a Java program that takes two strings as input and checks if they are anagrams (containing the same characters in a different order).

Example:

Input: "listen", "silent"

Output: true

Input: "hello", "world"

Output: false

3. Object-Oriented Programming - Employee Management System

Design a simple Java class Employee with the following attributes:

- id (integer)
- name (string)
- salary (double)

Create a method displayDetails() to print employee details.

Write a main method to:

1. Create at least 3 Employee objects.
2. Store them in a list.
3. Display their details.

4 . Create a simple to-do list using JavaScript and the DOM.

- Allow users to add new tasks.
- Display tasks in a list.
- Provide a button to remove each task.

5. DOM Manipulation - Image Slider

Create an **image slider** using JavaScript that:

- Displays one image at a time.
- Has **Next** and **Previous** buttons to navigate through images.
- Uses an array of image URLs.