

Java Developer Test Task

Nortal Summer University 2019

"Design and programming are human activities; forget that and all is lost."
(Bjarne Stroustrup)

And the challenge begins.

The *pizzastore* and *battlesnakes* subdirectories represent the test assignment. Both are independent, containing a *README.pdf* with instructions and can be solved separately. The difficulty is low, but the time it takes to solve them is greatly dependent on your previous experience and familiarity with the used technologies.

The tasks have been designed in a way that you can learn enough to complete them in the given timeframe with basic Java, Typescript, HTML and CSS knowledge. Our advice is to start as early as possible: *failing to plan is planning to fail*.

1. Set up

You will need *Java 11* (\$JAVA_HOME path must point to a Java 11 installation). Also, the latest version of *Docker* and *Node.js +10* is needed. An Integrated Development Environment (IDE) is irreplaceable in enhancing coding productivity, the most popular choice is *IntelliJ IDEA*.

Gradle is used as the build system and with the use of the Gradle Wrapper there is no need to install the Gradle standalone version.

2. Wrap up

Once you have completed your development, run the 'zip' Gradle task in the root directory, where this README.pdf resides. Your results will be packed to '*summeruni2019_submission.zip*' under the 'build' directory. This is the file you will need to upload.

