Frontend Test

Task

For this test you will be creating bare-bones betting calculator. On the left side of the screen should be listed sport events (`fixtures`) with their odds (`market_bets`), and on the right side should be list of your currently selected maket bets with their odds.

Below the selected list should be simple form, containing only input `amount` . Value from that input is used for calculating `Total Odds` which is just a produt of all the selected odds. `Win Amount` field is calculated as `amount * total_odds` .

Any updates of the amount or changes in the currently selected market bets should recalculate `total_odds` and `win_amount` . Win Amount `field is calculated as` amount * total_odds`.

Data for this task can be found inside `offer.json` file, and sample grid layout can be found in `sample_layout.png` .

Constraints/Features

1. Only one `market_bet` is allowed per `fixture` . For example, selecting X `market_bet` for Manchester United - Everton `fixture` would add that fixture/market-bet combination to currently selected market bets list (`betslip` in the `sample_layout.png`). Clicking on the x2 `market_bet` would remove the previously added X `market_bet` leaving only newly selected one the list.

2. Market bets can be removed by clicking again on the selected market bet, or by clicking trash can from the `betslip` list, and state in both components should be

Additional

Bonus points for:

- creating responsive design that works on mobile
- implementing additional market provided in data ('Zbir golova')
  - make sure to include baseline in data and design :)
- implementing constraints and error handling on entered amount
  - min: 10, max: 500
- implementing contraints on selected market bet count
  - if 8 events is added to betslip, reject further additions with message to user