Network Programming Test

The aim of this test is to download some json object data, transform it and resubmit it to a REST API. It can be done using any programming language you wish, the results stored on the server will be the last ones that were submitted.

Step 1: Downloading + Parsing files

We have a player with a set of 4 friends on PlayStation Network who owns 5 games.

https://s3-us-west-2.amazonaws.com/scee-interview-test/public/listing.json

Friends:

https://s3-us-west-2.amazonaws.com/scee-interview-test/public/ryu.json

https://s3-us-west-2.amazonaws.com/scee-interview-test/public/ken.json

https://s3-us-west-2.amazonaws.com/scee-interview-test/public/juri.json

https://s3-us-west-2.amazonaws.com/scee-interview-test/public/akuma.json

You will need to download and parse these files to get a list of the players owned games and their friends various activities on PSN.

They are all in JSON format and should be fairly self-explanatory.

Step-2: Transform the data

Our hypothetical player would like to be able to see all the activity relating to a single game on that game's store page.

You will need to parse the above files and create a game activity feed with the following format:

Step-3: Upload

Then upload the json you have created for the game with id D001 to the following url:

HTTP POST http://scee-interview.elasticbeanstalk.com/interview/\$(USERNAME)

Where USERNAME is a username provided to you in the email with this document. The URL will accept any properly formatted JSON document but it will give invalid request error codes if the JSON is improperly formatted.

Bonus:

Make the array of activity ordered by their timestamp which is in ISO 8601 format.