1. JSON Parsing 7/10
2. XML Parsing 0/10
3. Mutex Locking 0/10
4. Big Concepts 0/10
5. Markdown Syntax 0/10
6. Pointers concept 3/10
7. Design patterns names with a rating for each //Builder 8/10, Singleton 9/10, Factory: 7/10,Step Builder : 6/10, Abstract Factory: 6/10
8. Error Handling (generic) 3/10
9. Error Handling in Android 6/10
10. Error Handling in macOS or iOS 0/10
11. Android SDK 6/10
12. Flutter 2/10
13. Objective-C 0/10
14. Swift 0/10

2) System Configuration :  
i5 8th gen, Ram : 16 GB 2400 Mhz, SSD : Samsung Evo 860, Monitor: 22 LG

3) Sorry I could not solve this issue.

4) **Dependency Inversion**: This is a concept where any given time I can replace the parent class with child class without hampering whole project.

5) I don’t know Golang. I could do this with java or kotlin.

6) Note: I don’t have exact answer as number 16 line has a value called m and what will be the value of m?   
Getsometing: O(n)^2  
  
7) if(givenInput.toDoubleOrNull && givenInput < 1.0 && givenInput > 0.0)  
print((giventInput\*60) +”minutes”)

8) Sorry

9)Github : <https://github.com/ariful06>,

LinkedIn: <https://www.linkedin.com/in/ariful-haque-195882134/>,

Facebook: https://www.facebook.com/onlyaloneboy/

1. Can you please elaborate on DRY and SOLID’s `Dependency inversion principle`, plain words which anyone can understand **[kindly no copy-paste or plagiarism]**?
2. Can you please write a builder design pattern or chaining in Golang and share your [gist](https://gist.github.com) or [hackmd](https://hackmd.io) or [git-repo](http://github.com/) code? A simple example is enough like we want to do (**A.Add().Remove().Add() -> finally returns A**) [doesn’t have to be full syntax correct, share code here **and** a link from [gist](https://gist.github.com) or [hackmd](https://hackmd.io) or [git-repo](http://github.com/) ]
3. What would be the [bigO](https://hackmd.io/@akarimevatix/SyBpmgICv) for the code from [t.ly/e0ha](http://t.ly/e0ha)? [Copy the code into the document, show your calculations step by step]
4. What is the minutes’ representation of 0.3 hours?