Time:
2 Hour Window for completion

Instructions:
Create single page app using standard Javascript or any JS frameworks you feel comfortable with.

The app should be able to run by simply loading the html file into a given browser and should be attractively stylized using CSS.

The code can be delivered via github or simply a zip file.

The app is going to make use of four different types of technologies: Websockets, REST APIs, Node modules and HTML5 canvas.

Use echo websocket (https://www.websocket.org/echo.html) to establish websocket connection.

Use the weather api to get the weather (https://openweathermap.org/current)

Upon loading the app, it should try to determine the location of the end-user and use the relevant information to get the user's weather. There should also be a text area where they can input the city name to allow querying the weather api.

Use the result of the api call to do the following:

- Send the maximum temperature to the websocket as string and measure the amount of time it took for websocket server to return the message
- Display the latency with "websocket took x seconds to return message"
- Create animated text using canvas saying "city name has high of high_temp and low of low_temp".

Everytime the user clicks to get the weather for a city everything should be wiped (the latency text and animated text).

Please use relevant node modules to minify, obfuscate and merge all libs into one javascript file for app to load. Please include the original code (non-minified, etc) when delivering the test exercise.

Aesthetics:
App layout/UI should be clean/simple/intuitive.