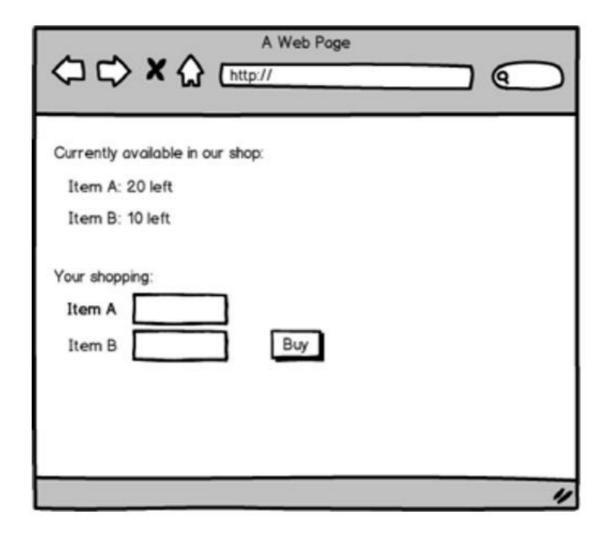# Shop - programming assignment

Write a simple webapp simulating a shop with two kinds of items. At the beginning, there are 20 units of first item and 10 of the second.

In other words

- As a User I want to see current number of two kinds of items.
- As a User I want to buy specified number of items.
- As a User I want to see summary of my shopping.

Remarks

- There is no registration, logging in or user accounts
- App restart should lead to data loss (we do not use any persistence layer: Hibernate, HSQLDB, H2, etc.)
- Please, keep in mind the project will be developed. **Write as it is a production app**.

Technical details

- „Backend" should be implemented in Java, Scala or Groovy
- App should be running on any embedded server
- Building with one of: Maven, Gradle, SBT
- Besides the above, you're free to choice any framework or library

What do we expect

- sourcecode
- compile.sh script building the app
- deploy.sh script deploying the app and printing out the url
- answers to the following questions

Questions

Max. 4-5 sentences long answer for each question.

1. Why have you chosen the technology for
    i. frontend
    ii. backend
2. How would you implement persistency layer?
3. How long did it take you to complete the assignment?
4. How would you modify the app if the list of items and their availability should be downloaded daily via REST API?

Organizational information

- Please, send the archive with the solution via email. Please, **do not share** it publicly (e.x. GitHub).