Monotech Backend Developing Challenge

Mono Wallet is a service that its users can use in virtual games, provide wallet service and benefit from various promotions. You are requested to develop this service in a stateless structure. First of all, you are expected to set up the process of assigning a promotion to a user. You will be responsible for all the decisions you make in this scenario, and you will be completely free about the patterns or logic you use.

The endpoints we want in the Mono Wallet Backoffice API service are listed below.

GET /api/backoffice/promotion-codes

Response:

GET /api/backoffice/promotion-codes/1

Response:

POST /api/backoffice/promotion-codes

Request:

```
{
    "start_date": "2021-12-18 18:30",
    "end_date": "2022-12-18 18:30",
    "amount": 500,
    "quota": 5
}
```

Response:

```
{
  "success": true,
  "data": {
    "id": 2,
    "code": "ABC123FD0PA3",
    "start_date": "2021-12-18 18:30",
    "end_date": "2022-12-18 18:30",
    "amount": 500,
    "quota": 5
}
}
```

The user enters the promotional code and the balance equal to the value of the promotion is added to his wallet.

The 'quota' number specified in the promotion_codes model indicates the maximum number of users who can benefit from this promotion. For example, if the quota is 50, a maximum of 50 people can use this code.

POST /api/assign-promotion

Request:

```
{
  "code":"ABC123FD0PA3"
}
```

Response:

```
{
    "success": true,
}
```