Coding Test (TypeScript/Node.js): Priority Queue Simulation

Goal

Create a full-stack TypeScript/Node.js application that simulates a **priority queue of tasks**:

- Backend (Node.js/Express): A REST API and WebSocket server that manages a
 priority queue of tasks, allowing tasks to be added, retrieved, and processed
 over time with progress tracking.
- 2. Frontend (React/TypeScript): A web-based visualization that provides real-time monitoring of the queue, task management interface, and progress tracking.

The complete system should demonstrate real-time communication between backend and frontend, with tasks progressing through the queue and being visualized in real-time.

Part 1 - Backend (Node.js/Express)

Tasks

Implement a REST API and WebSocket server that supports:

1. Add a new task to the queue

Each task has the following properties:

```
interface Task {
  id: string;
  name: string;
  priority: number; // higher = more important
  progress: number; // 0-100 as percents
  createdAt: Date;
}
```

- 2. Retrieve the current state of the queue
 - Tasks should be returned sorted by priority (highest first).
- 3. Simulate task processing
 - Every 5 seconds, increase the progress of the current highest priority task by some value (e.g., 10-20%).
 - Progress should be tracked as a percentage from 0-100.
 - No skipping: if the current task hasn't been finished yet (progress <
 100), continue processing it.
 - Only when a task reaches 100% progress should it be considered completed and moved to a "completed" list.
 - \bullet Then the next highest priority task becomes the current task to process.
- 4. Prevent starvation (optional but recommended)
 - Ensure low-priority tasks do not wait indefinitely.

• Example: compute an effective priority using aging:

```
const effectivePriority = priority + Math.floor((Date.now() -
task.createdAt.getTime()) / 1000) / agingFactor;
```

This ensures older tasks gradually gain priority over time.

5. WebSocket real-time updates

- Broadcast queue updates to all connected clients
- Send notifications when tasks are added, progress changes, or completed

Requirements

- Use Node.js with Express for the REST API
- Use Socket.IO or native WebSocket for real-time communication
- Use TypeScript for type safety
- Store the queue in memory (no database required)
- The API should listen on localhost:3000
- Implement proper error handling and validation
- Use async/await for asynchronous operations

API Endpoints

```
GET /api/tasks - Get all tasks in queue
POST /api/tasks - Add new task to queue
GET /api/tasks/completed - Get completed tasks
DELETE /api/tasks/completed - Clear completed tasks
```

WebSocket Events

Part 2 - Frontend (React/TypeScript)

Tasks

Implement a React application that displays:

1. Queue Visualization

- Show all tasks in the queue sorted by priority (highest first)
- Display task details: ID, Name, Priority, Progress (0-100%), Created At
- Visual progress bars for each task's completion status
- Highlight the currently processing task

2. Real-time Updates

- Connect to the backend via Socket.IO or WebSocket
- Update the queue display in real-time as tasks progress
- Show when tasks are completed and moved to the completed list

3. Task Management Interface

- Form to add new tasks to the queue
- Input fields for: Name, Priority
- Submit button to send new task to backend
- Form validation and error handling

4. Completed Tasks Section

- Display list of completed tasks (progress = 100%)
- Show completion timestamp
- Option to clear completed tasks list

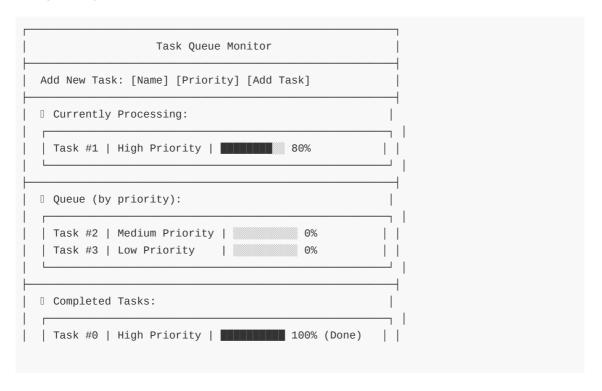
Requirements

- Use React with TypeScript
- Use modern React patterns (hooks, functional components)
- Implement responsive design that works on desktop and mobile
- Use a UI library
- Clean, intuitive user interface
- Real-time updates without page refresh
- Error handling for network issues
- · Loading states and user feedback

UI/UX Suggestions

- Queue Display: Use cards or list items with progress bars
- Priority Indication: Color coding or icons for different priority levels
- Current Task: Special highlighting (e.g., pulsing animation, different border)
- Progress Visualization: Animated progress bars that update smoothly
- Status Indicators: Icons or badges for task states (pending, processing, completed)

Example Layout



Bonus Points

- Use Socket.IO for real-time queue updates
- Add comprehensive unit tests for both backend and frontend
- Implement graceful shutdown and proper error handling
- Add input validation and sanitization
- Use environment variables for configuration
- Provide a Dockerfile for easy deployment
- Add TypeScript strict mode
- Implement proper logging
- Add API rate limiting
- Use a state management library (Redux, Zustand) for frontend

Evaluation Criteria

Area	What will be assessed
TypeScript/Node.js	Code structure, async/await usage, type safety, API design
React/Frontend	Component design, hooks usage, state management, responsive design
Functionality	Correct priority queue behavior, starvation prevention, progress tracking
Architecture & Design	Separation of concerns, readability, maintainability, real- time communication
Documentation	README clarity, setup instructions, API documentation, deployment guide

Submission

Suggested repository structure:

	— hooks/
	├── services/
	— types/
	└─ App.tsx
	├─ public/
	— package.json
	— tsconfig.json
	└── README.md
-	- docker-compose.yml (optional)

Backend README should include:

- How to install dependencies and run the service (yarn install && yarn run dev)
- API endpoints documentation
- WebSocket events documentation
- Environment variables setup

Frontend README should include:

- How to install dependencies and run the app (yarn install && yarn start)
- Technology stack used
- Features implemented
- Available scripts