Remote Technical Developer Task (v2.2)

Description:

Create an application that allows users to enter shipment information and retrieve shipping rates from Printful's API. In order to speed up the process, create a caching mechanism and use it to store API results for faster retrieval when the same shipment information is provided.

Requirements:

- Create a class that connects to Printful's Shipping Rate API
 (https://www.printful.com/docs/shipping)
 and retrieves the list of available shipping options using values submitted by the user.
 - API authorization docs: https://www.printful.com/docs
 - API Key: 77qn9aax-qrrm-idki:lnh0-fm2nhmp0yca7
- 2. Create a persistent **file** caching mechanism which implements given interface: https://github.com/printful/homework-task/blob/main/app/interfaces/CacheInterface.php
- 3. API results must be cached using the previously implemented cache.
- 4. Cache interface must be constructor-injected into the service.
- 5. Use Guzzle library for API requests.
- 6. Use Composer for autoloading classes.
- 7. Write clean, reusable and well formatted code.
- 8. Avoid using frameworks.
- 9. Avoid using any other packages except Guzzle, PHPUnit

Testing scenarios:

Test your application with these scenarios:

- 1. User enters shipment information:
 - a. Address = 19749 Dearborn St, Chatsworth, CA, 91311, US
 - b. Shipment items:
 - i. Item variant id = 2, quantity = 1
 - ii. Item variant id = 202, quantity = 5,
- 2. User enters shipment information:
 - a. Address = 11025 Westlake Dr, Charlotte, NC, 28273, US
 - b. Shipment items:
 - i. Item variant id = 7679, quantity = 1
 - ii. Item variant id = 202, quantity = 1

Notes:

- API key in authorization header should be base64 encoded (as stated in the API docs)
- We have created a project template for easier testing and setup. You can modify these
 files or just skip this template and build everything yourself.
 Source code: https://github.com/printful/homework-task

Submitting the solution

Solution should be submitted as a ZIP archive.

Do not publish your solution on Github, Gitlab or Bitbucket publicly.