The coding question we'd like to have completed in 3 or 4 days. You may use Ruby, Java, Scala or JavaScript to complete one of the three following questions. You may email your solution directly to jerome.gagner@socrata.com. After we receive and review your solution, we'll get you scheduled to go through our interview "loop" with our team here in the Seattle office.

Thanks for considering Socrata and I'm looking forward to moving through the next steps of our process!

# INTRODUCTION TO THE PROBLEMS

All problems below require some kind of input. You are free to implement

any mechanism for feeding input into your solution (for example, using hard

coded data within a unit test).  You should provide sufficient evidence

that your solution is complete by, as a minimum, indicating that it works

correctly against the supplied test data.

## PROBLEM ONE:  TRAINS

Problem:  The local commuter railroad services a number of towns in

Kiwiland.  Because of monetary concerns, all of the tracks are 'one-way.'

That is, a route from Kaitaia to Invercargill does not imply the existence

of a route from Invercargill to Kaitaia.  In fact, even if both of these

routes do happen to exist, they are distinct and are not necessarily the

same distance!

The purpose of this problem is to help the railroad provide its customers

with information about the routes.  In particular, you will compute the

distance along a certain route, the number of different routes between two

towns, and the shortest route between two towns.

Input:  A directed graph where a node represents a town and an edge

represents a route between two towns.  The weighting of the edge represents

the distance between the two towns.  A given route will never appear more

than once, and for a given route, the starting and ending town will not be

the same town.

Output: For test input 1 through 5, if no such route exists, output 'NO

SUCH ROUTE'.  Otherwise, follow the route as given; do not make any extra

stops!  For example, the first problem means to start at city A, then

travel directly to city B (a distance of 5), then directly to city C (a

distance of 4).

1. The distance of the route A-B-C.

2. The distance of the route A-D.

3. The distance of the route A-D-C.

4. The distance of the route A-E-B-C-D.

5. The distance of the route A-E-D.

6. The number of trips starting at C and ending at C with a maximum of 3

stops.  In the sample data below, there are two such trips: C-D-C (2

stops). and C-E-B-C (3 stops).

7. The number of trips starting at A and ending at C with exactly 4 stops.

In the sample data below, there are three such trips: A to C (via B,C,D); A

to C (via D,C,D); and A to C (via D,E,B).

8. The length of the shortest route (in terms of distance to travel) from A

to C.

9. The length of the shortest route (in terms of distance to travel) from B

to B.

10. The number of different routes from C to C with a distance of less than 30.  In the sample data, the trips are: CDC, CEBC, CEBCDC, CDCEBC, CDEBC,

CEBCEBC, CEBCEBCEBC.

Test Input:

For the test input, the towns are named using the first few letters of the

alphabet from A to E.  A route between two towns (A to B) with a distance

of 5 is represented as AB5.

Graph: AB5, BC4, CD8, DC8, DE6, AD5, CE2, EB3, AE7

Expected Output:

Output #1: 9

Output #2: 5

Output #3: 13

Output #4: 22

Output #5: NO SUCH ROUTE

Output #6: 2

Output #7: 3

Output #8: 9

Output #9: 9

Output #10: 7

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## PROBLEM TWO: SALES TAXES

Basic sales tax is applicable at a rate of 10% on all goods, except books,

food, and medical products that are exempt. Import duty is an additional

sales tax applicable on all imported goods at a rate of 5%, with no

exemptions.

When I purchase items I receive a receipt which lists the name of all the

items and their price (including tax), finishing with the total cost of the

items, and the total amounts of sales taxes paid.  The rounding rules for

sales tax are that for a tax rate of n%, a shelf price of p contains

(np/100 rounded up to the nearest 0.05) amount of sales tax.

Write an application that prints out the receipt details for these shopping

baskets...

INPUT:

Input 1:

1 book at 12.49

1 music CD at 14.99

1 chocolate bar at 0.85

Input 2:

1 imported box of chocolates at 10.00

1 imported bottle of perfume at 47.50

Input 3:

1 imported bottle of perfume at 27.99

1 bottle of perfume at 18.99

1 packet of headache pills at 9.75

1 box of imported chocolates at 11.25

OUTPUT

Output 1:

1 book : 12.49

1 music CD: 16.49

1 chocolate bar: 0.85

Sales Taxes: 1.50

Total: 29.83

Output 2:

1 imported box of chocolates: 10.50

1 imported bottle of perfume: 54.65

Sales Taxes: 7.65

Total: 65.15

Output 3:

1 imported bottle of perfume: 32.19

1 bottle of perfume: 20.89

1 packet of headache pills: 9.75

1 imported box of chocolates: 11.85

Sales Taxes: 6.70

Total: 74.68

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## PROBLEM THREE: MARS ROVERS

A squad of robotic rovers are to be landed by NASA on a plateau on Mars.

This plateau, which is curiously rectangular, must be navigated by the

rovers so that their on-board cameras can get a complete view of the

surrounding terrain to send back to Earth.

A rover's position and location is represented by a combination of x and y

co-ordinates and a letter representing one of the four cardinal compass

points. The plateau is divided up into a grid to simplify navigation. An

example position might be 0, 0, N, which means the rover is in the bottom

left corner and facing North.

In order to control a rover, NASA sends a simple string of letters. The

possible letters are 'L', 'R' and 'M'. 'L' and 'R' makes the rover spin 90

degrees left or right respectively, without moving from its current spot.

'M' means move forward one grid point, and maintain the same heading.

Assume that the square directly North from (x, y) is (x, y+1).

INPUT:

The first line of input is the upper-right coordinates of the plateau, the

lower-left coordinates are assumed to be 0,0.

The rest of the input is information pertaining to the rovers that have

been deployed. Each rover has two lines of input. The first line gives the

rover's position, and the second line is a series of instructions telling

the rover how to explore the plateau.

The position is made up of two integers and a letter separated by spaces,

corresponding to the x and y co-ordinates and the rover's orientation.

Each rover will be finished sequentially, which means that the second rover

won't start to move until the first one has finished moving.

OUTPUT

The output for each rover should be its final co-ordinates and heading.

INPUT AND OUTPUT

Test Input:

5 5

1 2 N

LMLMLMLMM

3 3 E

MMRMMRMRRM

Expected Output:

1 3 N

5 1 E