Chetan Trivedi

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Test Date: April 19, 2025

Computer Science
41 /100

Logical Ability
68 /100

Computer Programming
46 /100

Quantitative Ability (Advanced)
Not completed

English Comprehension
54 /100

WriteX - Essay Writing
78 /100

Automata Fix
15 /100

Automata Pro
0 /100

Personality
Completed

Computer Science

41 / 100

OS and Computer Architecture	DBMS	Computer Networks
66 / 100	0 / 100	26 / 100

Logical Ability

68 / 100

Inductive Reasoning	Deductive Reasoning	Abductive Reasoning
70 / 100	68 / 100	66 / 100

Computer Programming

46 / 100

Basic Programming	Data Structures	OOP and Complexity Theory
46 / 100	49 / 100	44 / 100

English Comprehension

54 / 100 | CEFR: **B2**

Grammar	Vocabulary	Comprehension
56 / 100	53 / 100	54 / 100

WriteX - Essay Writing

78 / 100 | CEFR: **C1**

Content Score	Grammar Score
84 / 100	65 / 100

Automata Fix

15 / 100

Syntactical Error	Logical Error	Code Reuse
100 / 100	0 / 100	0 / 100

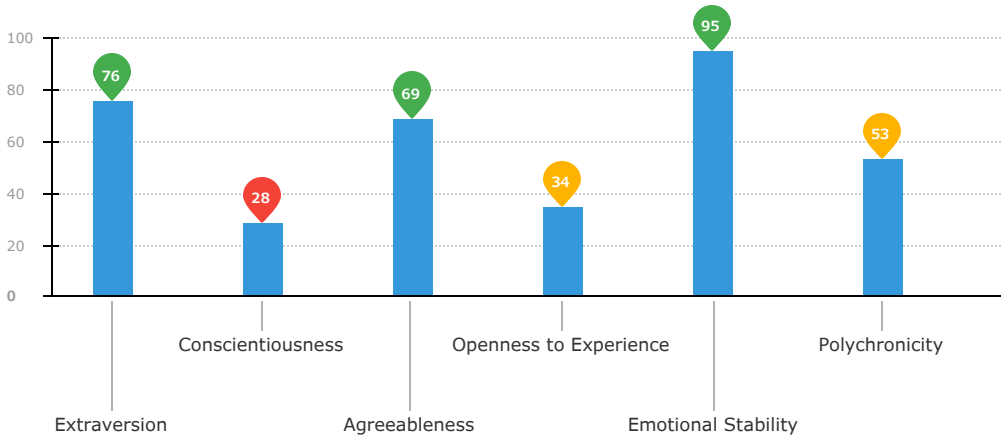
Automata Pro

0 / 100

Programming Ability	Programming Practices	Functional Correctness
0 / 100	0 / 100	0 / 100

Personality

Completed



Competencies

People Interaction

Self-Drive

Trainability

Repetitive Job Suitability

Work attributes

1 | Introduction

About the Report

This report provides a detailed analysis of the candidate's performance on different assessments. The tests for this job role were decided based on job analysis, O*Net taxonomy mapping and/or criterion validity studies. The candidate’s responses to these tests help construct a profile that reflects her/his likely performance level and achievement potential in the job role

This report has the following sections:

The **Summary** section provides an overall snapshot of the candidate’s performance. It includes a graphical representation of the test scores and the subsection scores.

The **Insights** section provides detailed feedback on the candidate’s performance in each of the tests. The descriptive feedback includes the competency definitions, the topics covered in the test, and a note on the level of the candidate’s performance.

The **Response** section captures the response provided by the candidate. This section includes only those tests that require a subjective input from the candidate and are scored based on artificial intelligence and machine learning.

The **Learning Resources** section provides online and offline resources to improve the candidate's knowledge, abilities, and skills in the different areas on which s/he was evaluated.

Score Interpretation

All the test scores are on a scale of 0-100. All the tests except personality and behavioural evaluation provide absolute scores. The personality and behavioural tests provide a norm-referenced score and hence, are percentile scores. Throughout the report, the colour codes used are as follows:

- Scores between 67 and 100
- Scores between 33 and 67
- Scores between 0 and 33

2 | Insights

English Comprehension

54 / 100 | CEFR: **B2**

This test aims to measure your vocabulary, grammar and reading comprehension skills.

You are able to construct short sentences and understand simple text. The ability to read and comprehend is important for most jobs. However, it is of utmost importance for jobs that involve research, content development, editing, teaching, etc.

Logical Ability

68 / 100

Inductive Reasoning

70 / 100

This competency aims to measure the your ability to synthesize information and derive conclusions.

It is commendable that you have excellent inductive reasoning skills. You are able to make specific observations to generalize situations and also formulate new generic rules from variable data.

Deductive Reasoning

68 / 100

This competency aims to measure the your ability to synthesize information and derive conclusions.

It is commendable that you have excellent inductive reasoning skills. You are able to make specific observations to generalize situations and also formulate new generic rules from variable data.

Abductive Reasoning

66 / 100

Personality

Competencies

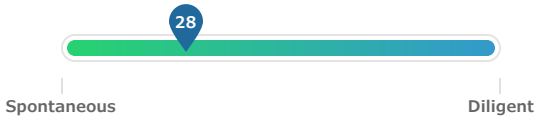
Extraversion

Extraversion refers to a person's inclination to prefer social interaction over spending time alone. Individuals with high levels of extraversion are perceived to be outgoing, warm and socially confident.

- You are outgoing and seek out opportunities to meet new people.
- You tend to enjoy social gatherings and feels comfortable amongst strangers and friends equally.
- You display high energy levels and like to indulge in thrilling and exciting activities.

- You may tend to be assertive about your opinions and prefer action over contemplation.
- You take initiative and are more inclined to take charge than to wait for others to lead the way.
- Your personality is well suited for jobs demanding frequent interaction with people.

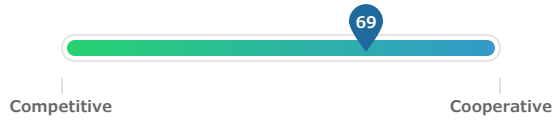
Conscientiousness



Conscientiousness is the tendency to be organized, hard working and responsible in one's approach to your work. Individuals with high levels of this personality trait are more likely to be ambitious and tend to be goal-oriented and focused.

- You have an easy going attitude towards work.
- You tend to act spontaneously and may prefer to get started on a project or at work without laying out an organized plan.
- You tend to make quick decisions rather than spending time on reviewing the facts at hand.
- You have a flexible and spontaneous approach to work and is less likely to adhere to strict guidelines and policies.
- You sometimes feel insecure about your capabilities and could benefit from emotional support.
- You are likely to be content with your level of achievement and may not strive to achieve more.
- Your personality is more suited for jobs which demand fast results and are not as concerned with attention to detail.

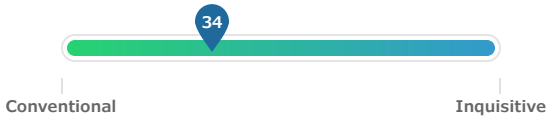
Agreeableness



Agreeableness refers to an individual's tendency to be cooperative with others and it defines your approach to interpersonal relationships. People with high levels of this personality trait tend to be more considerate of people around them and are more likely to work effectively in a team.

- You are considerate and sensitive to the needs of others.
- You tend to put the needs of others ahead of your own.
- You are likely to trust others easily without doubting their intentions.
- You are compassionate and may be strongly affected by the plight of both friends and strangers.
- You are humble and modest and prefer not to talk about personal accomplishments.
- Your personality is more suitable for jobs demanding cooperation among employees.

Openness to Experience

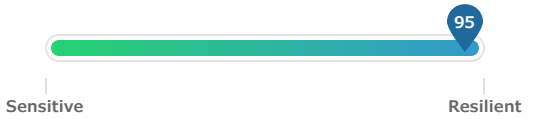


Openness to experience refers to a person's inclination to explore beyond conventional boundaries in different aspects of life. Individuals with high levels of this personality trait tend to be more curious, creative and innovative in nature.

- You may try new things but would prefer not to venture too far beyond your comfort zone.
- You tend to be open to accepting abstract ideas after weighing them against existing solutions.
- You appreciate the arts to a certain extent but may lack the curiosity to explore them in depth.

- You may express your feelings only to people you are comfortable with.
- Your personality is more suited for jobs involving a mix of logical and creative thinking.

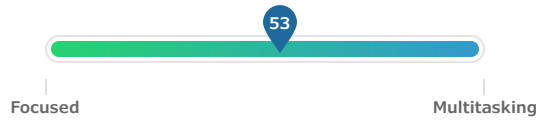
Emotional Stability



Emotional stability refers to the ability to withstand stress, handle adversity, and remain calm and composed when working through challenging situations. People with high levels of this personality trait tend to be more in control of their emotions and are likely to perform consistently despite difficult or unfavourable conditions.

- You are calm and composed in nature.
- You tend to maintain composure during high pressure situations.
- You are very confident and comfortable being yourself.
- You find it easy to resist temptations and practice moderation.
- You are likely to remain emotionally stable in jobs with high stress levels.

Polychronicity



Polychronicity refers to a person's inclination to multitask. It is the extent to which the person prefers to engage in more than one task at a time and believes that such an approach is highly productive. While this trait describes the personality disposition of a person to multitask, it does not gauge their ability to do so successfully.

- You neither have a strong preference nor dislike to perform multiple tasks simultaneously.
- You are open to both options - pursuing multiple tasks at the same time or working on a single project at a time.
- Whether or not you will succeed in a polychronous environment depends largely on your ability to do so.

3 | Response

Automata Pro

0 / 100 Code Replay

Question 1 (Language: C++)

A student must solve an entire workbook of problems related to finding the area of intersection of two circles. Because the problems are all very similar, the student decides to write a program that can solve all these similar problems.

Scores

Programming Ability

0 / 100

Programming ability score cannot be generated. This is because source code has syntax/ runtime errors and is unparseable.

Programming Practices

0 / 100

Programming practices score cannot be generated. This is because source code has syntax/runtime errors and is unparseable or the source code does not meet the minimum code-length specifications.

Functional Correctness

0 / 100

Syntactically incorrect code. The source code has syntax errors in it.

Final Code Submitted — **Compilation Status: Fail**

```
1  // Header Files
2  #include<iostream>
3  #include<string>
4  #include<vector>
5  using namespace std;
6
7
8  /*
9   *
10  */
11 double areaOfIntersection (int centerX1, int centerY1, int radius1, i
   nt centerX2, int centerY2, int radius2)
12 {
13    double  answer;
14    // Write your code here
15
16
17
18    return answer;
   }
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code: O(1)

*N represents constant

Errors/Warnings

Compiling failed with exitcode 1, compiler output:
source_107.cpp: In function 'int main()':
source_107.cpp:50:38: error: 'printf' was not declared in this scope
printf("rea of intersection", result);
^
source_107.cpp:25:6: warning: unused variable 'centerX1' [-Wunused-variable]

```
19
20
21 int main()
22 {
23    //input for centerX1
24    int centerX1 = 0 ;
25    // cin >> centerX1;
26
27    //input for centerY1
28    int centerY1= 0;
29    // cin >> centerY1;
30
31    //input for radius1
32    int radius1 = 2;
33    // cin >> radius1;
34
35    //input for centerX2
36    int centerX2 = 3;
37    // cin >> centerX2;
38
39    //input for centerY2
40    int centerY2 = 0;
41    // cin >> centerY2;
42
43    //input for radius2
44    int radius2 = 2;
45    cin >> radius2;
46
47    double result = 1.813247;
48    // double result = areaOfIntersection(centerX1, centerY1, radius1,
   centerX2, centerY2, radius2);
49    printf("rea of intersection", result);
50    cout << result;
51
52
53    return 0;
54 }
55
```

```
int centerX1 = 0 ;
^
source_107.cpp:29:6: warning: unused variable
'centerY1' [-Wunused-variable]
int centerY1= 0;
^
source_107.cpp:33:6: warning: unused variable
'radius1' [-Wunused-variable]
int radius1 = 2;
^
source_107.cpp:37:6: warning: unused variable
'centerX2' [-Wunused-variable]
int centerX2 = 3;
^
source_107.cpp:41:6: warning: unused variable
'centerY2' [-Wunused-variable]
int centerY2 = 0;
^
```

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Compilation Statistics

2	0	2	0	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:10:44**
Average time taken between two compile attempts:	**00:05:22**
Average test case pass percentage per compile:	**0%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

There are three types of test-cases for every coding problem:

Basic: The basic test-cases demonstrate the primary logic of the problem. They include the most common and obvious cases that an average candidate would consider while coding. They do not include those cases that need extra checks to be placed in the logic.

Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 2 (Language: C++)

A company has assigned X engineers to work on a project. The engineers need a way to connect with each other and share data. A network administrator has built a hierarchical network that allows an engineer to connect to two engineers at most in the network. They establish all full duplex connections in the network (i.e., if there is a connection between A and B, then data can be transferred from A to B and from B to A). The strength of the signal decreases by one unit upon each transmission between directly connected engineers. Therefore, the network administrator needs to determine the minimum strength at which the signal must be sent so that it will reach everyone.

Write an algorithm to help the network administrator find the minimum strength at which the signal must be sent so that the data will reach everyone.

Scores

Programming Ability

0 / 100

NA

Programming Practices

0 / 100

Programming practices score cannot be generated. This is because source code has syntax/runtime errors and is unparseable or the source code does not meet the minimum code-length specifications.

Functional Correctness

0 / 100

NA

Final Code Submitted

Compilation Status: Pass

```
1  // Header Files
2  #include<iostream>
3  #include<string>
4  #include<vector>
5  using namespace std;
6
7
8  /*
9   * inputString, represents network in a level-order manner.
10  */
11 vector<int> minSignalStrength (string inputString)
12 {
13    vector<int>  answer;
14    // Write your code here
15
16
17    return answer;
18 }
19
20 int main()
21 {
22
23    //input for inputString
24    string inputString;
25    getline(cin,inputString);
26
27    //output
28    vector<int> result = minSignalStrength(inputString);
29    for ( int idx = 0; idx < result.size() - 1; idx++ )
30    {
31       cout << result[idx] << " ";
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code: O(N)

*N represents number of non-zero characters in the input string

Errors/Warnings

There are no errors in the candidate's code.

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

```
32    }
33    cout << result[result.size() - 1];
34
35    return 0;
36 }
37
```

Test Case Execution

Passed TC: **0%**

Total score

0/20

0%	0%	0%
Basic(**0**/11)	Advance(**0**/9)	Edge(**0**/0)

Compilation Statistics

0	0	0	0	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:00:12**
Average time taken between two compile attempts:	**00:00:00**
Average test case pass percentage per compile:	**0%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

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Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Automata Fix

15 / 100 | Code Replay

Question 1 (Language: C++)

The function/method ***countElement*** returns the number of elements in the input list arr which are greater than twice the input number K. The function/method ***countElement*** accepts three arguments - *size*, an integer representing the size of the input list, *numK*, an integer representing the input number K and *inputList*, a list of integers.

The function/method compiles unsuccessfully due to syntactical error. Your task is to fix the code so that it passes all the test cases.

Scores

Final Code Submitted — **Compilation Status: Pass**

```
1  // You can print the values to stdout for debugging
2  #include<iostream>
3  using namespace std;
4  int countElement(int size, int numK, int *inputList)
5  {
6     int i,count=0;
7     for(i=0;i<size;i++)
8     {
9
10       if(inputList[i]>2*numK)
11          count+=1;
12    }
13    return count;
14 }
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code:

*N represents

Errors/Warnings

There are no errors in the candidate's code.

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Test Case Execution

Passed TC: **100%**

Total score

10/10

100%	100%	100%
Basic(**6**/6)	Advance(**3**/3)	Edge(**1**/1)

Compilation Statistics

4	2	2	1	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:04:05**
Average time taken between two compile attempts:	**00:01:01**
Average test case pass percentage per compile:	**27.5%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

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Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 2 (Language: C++)

The function/method ***removeElement*** prints space separated integers that remains after removing the integer at the given index from the input list.

The function/method ***removeElement*** accepts three arguments - *size*, an integer representing the size of the input list, *indexValue*, an integer representing given index and *inputList*, a list of integers representing the input list.

The function/method ***removeElement*** compiles successfully but fails to print the desired result for some test cases due to incorrect implementation of the function/method ***removeElement***. Your task is to fix the code so that it passes all the test cases.

Note:
Zero-based indexing is followed to access list elements.

Scores

Final Code Submitted — Compilation Status: Pass

```
1  // You can print the values to stdout for debugging
2  #include<iostream>
3  #include<math.h>
4  using namespace std;
5  void removeElement(int size, int indexValue, int *inputList)
6  {
7     int i,j;
8     if(indexValue<size)
9     {
10       for(i=indexValue;i<size-1;i++)
11       {
12          inputList[i]=inputList[++i];
13       }
14       for(i=0;i<size-1;i++)
15          {
16             cout<<inputList[i]<<" ";
17          }
18    }
19    else
20    {
21       for(i=0;i<size;i++)
22          {
23             cout<<inputList[i]<<" ";
24          }
25    }
26 }
27
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code:

*N represents

Errors/Warnings

There are no errors in the candidate's code.

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Test Case Execution — Passed TC: **62.5%**

Total score 5/8

40%	100%	100%
Basic(**2**/5)	Advance(**2**/2)	Edge(**1**/1)

Compilation Statistics

4	4	0	4	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:03:40**
Average time taken between two compile attempts:	**00:00:55**
Average test case pass percentage per compile:	**12.5%**

Average-case Time Complexity

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Test Case Execution

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Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 3 (Language: C++)

The function/method ***findMaxElement*** return an integer representing the largest element in the given two input lists. The function/method ***findMaxElement*** accepts four arguments - *len1,* an integer representing the length of the first list, *arr1*, a list of integers representing the first input list, *len2*, an integer representing the length of the second input list and *arr2*, a list of integers representing the second input list, respectively.

Another function/method ***sortArray*** accepts two arguments - *len,* an integer representing the length of the list and *arr*, a list of integers, respectively and return a list sorted ascending order.

Your task is to use the function/method ***sortArray*** to complete the code in ***findMaxElement*** so that it passes all the test cases.

Scores

Final Code Submitted — Compilation Status: Fail

```
1  // You can print the values to stdout for debugging
2  #include<iostream>
3  using namespace std;
4  int* sortArray(int len, int* arr)
5  {
6     int i=0,j=0,temp=0;
7     for(i=0;i<len;i++)
8     {
9       for(j=i+1;j<len;j++)
10      {
11        if(arr[i]>arr[j])
12        {
13          temp = arr[i];
14          arr[i] = arr[j];
15          arr[j] = temp;
16        }
17      }
18    }
19    return arr;
20 }
21
22 int findMaxElement(int len1, int* arr1, int len2, int* arr2)
23 {
24    // write your code here
25
26 }
27
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code:

*N represents

Errors/Warnings

```
In file included from main_18.cpp:5:
source_18.cpp: In function 'int findMaxElement(int,
int*, int, int*)':
source_18.cpp:26:1: error: no return statement in
function returning non-void [-Werror=return-type]
}
^
cc1plus: some warnings being treated as errors
```

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Compilation Statistics

1	0	1	0	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:01:24**
Average time taken between two compile attempts:	**00:01:24**
Average test case pass percentage per compile:	**0%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

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Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 4 (Language: C++)

The function/method **printCharacterPattern** accepts an integer *num*. It is supposed to print the first *num* ($0 \leq num \leq 26$) lines of the pattern as shown below.

For example, if *num* = 4, the pattern is:
a
ab
abc
abcd

The function/method compiles successfully but fails to print the desired result for some test cases due to logical errors. Your task is to fix the code so that it passes all the test cases.

Scores

Final Code Submitted **Compilation Status: Pass**

```
1  // You can print the values to stdout for debugging
2  #include<iostream>
3  using namespace std;
4  void printCharacterPattern(int num){
5     int i, j;
6     char ch='a';
7     char print;
8     for(i=0;i<num;i++){
9        print = ch;
10
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code:

*N represents

```
11      for(j=0;j<=i;j++)
12       {
13         cout<<(ch++);
14         cout<<"\n";
15         j++;
16       }
17       i++;
18    }
19 }
20
```

Errors/Warnings

There are no errors in the candidate's code.

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Test Case Execution

Passed TC: **25%**

Total score

2/8

33%	0%	100%
Basic(**1**/3)	Advance(**0**/4)	Edge(**1**/1)

Compilation Statistics

8	8	0	8	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:05:13**
Average time taken between two compile attempts:	**00:00:39**
Average test case pass percentage per compile:	**7.8%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

There are three types of test-cases for every coding problem:

Basic: The basic test-cases demonstrate the primary logic of the problem. They include the most common and obvious cases that an average candidate would consider while coding. They do not include those cases that need extra checks to be placed in the logic.

Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 5 (Language: C++)

The function/method **countDigits** return an integer representing the remainder when the given number is divided by the number of digits in it.
The function/method**countDigits** accepts an argument - *num,* an integer representing the given number.

The function/method **countDigits** compiles successfully but fails to print the desired result for some test cases due to logical errors. Your task is to fix the code so that it passes all the test cases.

Scores

Final Code Submitted **Compilation Status: Pass**

```
1  // You can print the values to stdout for debugging
2
3  using namespace std;
4  int countDigits(int num)
5  {
6    int count =0;
7    while(num!=0){
8        num=num/10;
9      count++;
10
11
12   }
13   return (num%count);
14 }
15
16
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code:

*N represents

Errors/Warnings

There are no errors in the candidate's code.

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Test Case Execution Passed TC: **37.5%**

Total score 3/8

33%	50%	0%
Basic(**2**/6)	Advance(**1**/2)	Edge(**0**/0)

Compilation Statistics

7	7	0	6	0	1
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:04:38**
Average time taken between two compile attempts:	**00:00:40**
Average test case pass percentage per compile:	**12.5%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

There are three types of test-cases for every coding problem:

Basic: The basic test-cases demonstrate the primary logic of the problem. They include the most common and obvious cases that an average candidate would consider while coding. They do not include those cases that need extra checks to be placed in the logic.

Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 6 (Language: C++)

You are given predefined structure ***Time*** containing *hour*, *minute*, and *second* as members. A collection of functions/methods for performing some common operations on times is also available. You must make use of these functions/methods to calculate and return the difference.

The function/method ***difference_in_times*** accepts two arguments - *time1*, and *time2*, representing two times and is supposed to return an integer representing the difference in the number of seconds.

You must complete the code so that it passes all the test cases.

.

Helper Description

The following class is used to represent the time and is already implemented in the default code (Do not write this definition again in your code):

```
class Time

{

   int hour;

   int minute;

   int second;

   int Time :: Time_compareTo( Time* time2)

   {

      /*Return 1, if time1 is greater than time2.

      Return -1 if time1 is less than time2

      or, Return 0, if time1 is equal to time2

      This can be called as -

      *  If time1 and time2 are two Time then -

      *  time1.compareTo(time2) */

   }

   void Time :: Time_addSecond()

   {

      /* Add one second in the time;

      This can be called as -

      *  If time1 is Time then -

      *  time1.addSecond() */

   }
```

Scores

Final Code Submitted **Compilation Status: Fail**

```
1 // You can print the values to stdout for debugging
2 using namespace std;
3 int difference_in_times(Time *time1, Time *time2)
4 {
5    // write your code here
6 }
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

7

Best case code:

*N represents

Errors/Warnings

```
In file included from main_24.cpp:8:
source_24.cpp: In function 'int
difference_in_times(Time*, Time*)':
source_24.cpp:6:1: error: no return statement in
function returning non-void [-Werror=return-type]
}
^
cc1plus: some warnings being treated as errors
```

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Compilation Statistics

0	0	0	0	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:00:10**
Average time taken between two compile attempts:	**00:00:00**
Average test case pass percentage per compile:	**0%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

There are three types of test-cases for every coding problem:

Basic: The basic test-cases demonstrate the primary logic of the problem. They include the most common and obvious cases that an average candidate would consider while coding. They do not include those cases that need extra checks to be placed in the logic.

Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

Question 7 (Language: C++)

The function/method ***arrayReverse*** modify the input list by reversing its element
The function/method ***arrayReverse*** accepts two arguments - *len,* an integer representing the length of the list and *arr,* list of integers representing the input list, respectively.

For example, if the input list *arr* is {20 30 10 40 50}, the function/method is supposed to print {50 40 10 30 20}.

The function/method ***arrayReverse*** compiles successfully but fails to get the desired result for some test cases due to logical errors. Your task is to fix the code so that it passes all the test cases.

Scores

Final Code Submitted **Compilation Status: Pass**

```
1  // You can print the values to stdout for debugging
2  void arrayReverse(int len, int* arr)
3  {
4     int i, temp, originalLen=len;
5     for(i=0;i<=originalLen/2;i++)
6     {
7        temp = arr[len-1];
8        arr[len-1] = arr[i];
9        arr[i] = temp;
10       len -= 1;
11    }
12 }
```

Code Analysis

Average-case Time Complexity

Candidate code: Complexity is reported only when the code is correct and it passes all the basic and advanced test cases.

Best case code:

*N represents

Errors/Warnings

There are no errors in the candidate's code.

Structural Vulnerabilites and Errors

There are no errors in the candidate's code.

Test Case Execution

Passed TC: **62.5%**

Total score 5/8

67%	50%	0%
Basic(**4**/6)	Advance(**1**/2)	Edge(**0**/0)

Compilation Statistics

1	1	0	1	0	0
Total attempts	Successful	Compilation errors	Sample failed	Timed out	Runtime errors

Response time:	**00:00:11**
Average time taken between two compile attempts:	**00:00:11**
Average test case pass percentage per compile:	**12.5%**

Average-case Time Complexity

Average Case Time Complexity is the order of performance of the algorithm given a random set of inputs. This complexity is measured here using the Big-O asymptotic notation. This is the complexity detected by empirically fitting a curve to the run-time for different input sizes to the given code. It has been benchmarked across problems.

Test Case Execution

There are three types of test-cases for every coding problem:

Basic: The basic test-cases demonstrate the primary logic of the problem. They include the most common and obvious cases that an average candidate would consider while coding. They do not include those cases that need extra checks to be placed in the logic.

Advanced: The advanced test-cases contain pathological input conditions that would attempt to break the codes which have incorrect/semi-correct implementations of the correct logic or incorrect/semi-correct formulation of the logic.

Edge: The edge test-cases specifically confirm whether the code runs successfully even under extreme conditions of the domain of inputs and that all possible cases are covered by the code

WriteX - Essay Writing

78 / 100 | CEFR: **C1**

Question

Some parents feel that sports is a distraction to their kids' studies. There are others who give due importance to sports for the holistic development of a child.
What is your view? Support your response with reasons and examples.

Scores

Content Score: 84 / 100

Grammar Score: 65 / 100

Response

Sports is the activity wich makes our body sounds and perform nicely. In ,previous times most of the sports were being coming up with some physical activities but nowadays Esports are in trending . Everything is comes up with both of their pros and cons , Now parents generally think about the cons side of sports . Most of them thinks that sports is only for fun or entertainment activity nothing can be learned out or it does not have profit in our life wheter they consist this mentality because in the field of sports perfection is necessary for setting up a career in any sports like cricket , football,etc . And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids studies and sometimes parents also force their kids to not set up good interest in sports , but it's not good because if famous cricketer Sachin Ramesh Tendulkar was forced by their parents to focus on his studies rather than playing cricket then india would never get Sachin Tendulkar who is BharatRatna holder in the field of sports . So, parents should not force their kids whether it is distractiing in kids studies . Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc teach about teamskill , team spirit and complimentary skills which have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a sound body "and sports play a great rolein making kids body sound , that can bealso helpful in making their mind sharp,can be helpful in decison making and indirectly it can be profitsblr for the studies too. Now, Some parents give importance to sports and think that sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in future because he / she will hold sound mind and better instinct.

Error Summary

Spelling	15
White Space	21
Style	0
Grammar	45
Typographical	2

Essay Statistics

Total words	Total sentences	Average sentence length	Total unique words	Total stop words
343	8	43	185	145

Error Details

Spelling

Sports is the activity wich makes our body sounds and perform nicel...	Possible spelling mistake found

...h some physical activities but nowadays Esports are in tr ending . Everything is comes u...	Possible spelling mistake found
... or it does not have profit in our life wheter they consist this mentality because in ...	Possible spelling mistake found
...like cricket , football,etc . And , the oppurtunities are les s if it comapres with study , th...	Possible spelling mistake found
... And , the oppurtunities are less if it comapres with stud y , that's why they think spor...	Possible spelling mistake found
..., that's why they think sports could be effectful on the ki ds studies and sometimes paren...	Possible spelling mistake found
...'s not good because if famous cricketer Sachin Ramesh T endulkar was forced by their pa...	Possible spelling mistake found
...good because if famous cricketer Sachin Ramesh Tendulk ar was forced by their parents t...	Possible spelling mistake found
...cause if famous cricketer Sachin Ramesh Tendulkar was f orced by their parents to focus on...	Possible spelling mistake found
...ying cricket then india would never get Sachin Tendulkar who is BharatRatna holder in ...	Possible spelling mistake found
...icket then india would never get Sachin Tendulkar who is BharatRatna holder in the field ...	Possible spelling mistake found
...ould not force their kids whether it is distractiing in kids studies . Sports is also neces...	Possible spelling mistake found
whether it is distractiing in kids studies . Sports	Possible spelling mistake found. Consider replacing the highlighted text with: 'kids''.
...h have greatimpact on kid's personality dvelopment and their also famous staement that is...	Possible spelling mistake found
...ality dvelopment and their also famous staement that is "Sound mind lives in a sound bo...	Possible spelling mistake found
...king their mind sharp,can be helpful in decison making a nd indirectly it can be profits...	Possible spelling mistake found
...decison making and indirectly it can be profitsblr for the studies too. Now, Some parents...	Possible spelling mistake found

White Space

...s our body sounds and perform nicely. In ,previous times most of the sports were b...	Put a space after the comma, but not before the comma
...ies but nowadays Esports are in trending . Everything is comes up with both of the...	Don't put a space before the full stop
...verything is comes up with both of their pros and cons , Now parents generally th...	Possible typo: you repeated a whitespace
...mes up with both of their pros and cons , Now parents g enerally think about the c...	Put a space after the comma, but not before the comma

...ally think about the cons side of sports . Most of them th inks that sports is only...	Don't put a space before the full stop
... sports is only for fun or entertainment activity nothing c an be learned out or i...	Possible typo: you repeated a whitespace
...g up a career in any sports like cricket , football,etc . An d , the oppurtunities ...	Put a space after the comma, but not before the comma
...er in any sports like cricket , football,etc . And , the oppu rtunities are less if i...	Put a space after the comma
...sports like cricket , football,etc . And , the oppurtunities are less if it comapr...	Put a space after the comma, but not before the comma
...ities are less if it comapres with study , that's why they t hink sports could be e...	Put a space after the comma, but not before the comma
...ds to not set up good interest in sports , but it's not goo d because if famous cri...	Put a space after the comma, but not before the comma
...haratRatna holder in the field of sports . So, parents sho uld not force their kids...	Don't put a space before the full stop
...ether it is distractiing in kids studies . Sports is also nece ssary for maintain...	Don't put a space before the full stop
... studies . Sports is also necessary for maintain the physi cal strength of kids ,...	Possible typo: you repeated a whitespace
... maintain the physical strength of kids , Team Sports like Cricket , Football, Ru...	Put a space after the comma, but not before the comma
...ength of kids , Team Sports like Cricket , Football, Rugby , etc teach about teams...	Put a space after the comma, but not before the comma
...am Sports like Cricket , Football, Rugby , etc teach about teamskill , team spirit...	Put a space after the comma, but not before the comma
...atimpact on kid's personality dvelopment and their also f amous staement that is "...	Possible typo: you repeated a whitespace
...ay a great rolein making kids body sound , that can beal so helpful in making their...	Put a space after the comma, but not before the comma
...ealso helpful in making their mind sharp,can be helpful i n decison making and indire...	Put a space after the comma
... sports plays various role in child life , Child will surely n ot be a dumb and laz...	Put a space after the comma, but not before the comma

Grammar

Sports is the activity wich makes our body sounds and perf orm nicely.	Possible grammar error found. Consider replacing it with "an".
Sports is the activity wich makes our body sounds and perf orm nicely.	Possible grammar error found. Consider replacing it with "bodies".
Sports is the activity wich makes our body sounds and perf orm nicely.	Possible grammar error found. Consider replacing it with "sound".

In ,previous times most of the sports were being coming u p with some physical activities but nowadays Esports are in trending .	Possible grammar error found. Consider replacing it with "times,".
In ,previous times most of the sports were being coming u p with some physical activities but nowadays Esports are in trending .	Possible grammar error found. Consider replacing it with "come".
In ,previous times most of the sports were being coming u p with some physical activities but nowadays Esports are in trending .	Possible grammar error found. Consider removing "up" from here.
In ,previous times most of the sports were being coming u p with some physical activities but nowadays Esports are in trending .	Possible grammar error found. Consider replacing it with "activities,".
In ,previous times most of the sports were being coming u p with some physical activities but nowadays Esports are in trending .	Possible grammar error found. Consider replacing it with "is".
Everything is comes up with both of their pros and cons , N ow parents generally think about the cons side of sports .	Possible grammar error found. Consider removing "is" from here.
Everything is comes up with both of their pros and cons , N ow parents generally think about the cons side of sports .	Possible grammar error found. Consider removing "of" from here.
Everything is comes up with both of their pros and cons , N ow parents generally think about the cons side of sports .	Possible grammar error found. Consider replacing it with "cons.".
Everything is comes up with both of their pros and cons , N ow parents generally think about the cons side of sports .	Possible grammar error found. Consider removing "side" from here.
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider replacing it with "think".
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider replacing it with "are".
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider replacing it with "activities.".
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider removing "out" from here.
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider inserting "a" over here.

Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider inserting "of" over here.
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider replacing it with "mentality,".
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider replacing it with "sports,".
Most of them thinks that sports is only for fun or entertain ment activity nothing can be learned out or it does not hav e profit in our life wheter they consist this mentality becau se in the field of sports perfection is necessary for setting u p a career in any sports like cricket , football,etc .	Possible grammar error found. Consider replacing it with "sport".
And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids s tudies and sometimes parents also force their kids to not s et up good interest in sports , but it's not good because if f amous cricketer Sachin Ramesh Tendulkar was forced by t heir parents to focus on his studies rather than playing cric ket then india would never get Sachin Tendulkar who is Bh aratRatna holder in the field of sports .	Possible grammar error found. Consider replacing it with "study.".
And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids s tudies and sometimes parents also force their kids to not s et up good interest in sports , but it's not good because if f amous cricketer Sachin Ramesh Tendulkar was forced by t heir parents to focus on his studies rather than playing cric ket then india would never get Sachin Tendulkar who is Bh aratRatna holder in the field of sports .	Possible grammar error found. Consider replacing it with "in".
And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids s tudies and sometimes parents also force their kids to not s et up good interest in sports , but it's not good because if f amous cricketer Sachin Ramesh Tendulkar was forced by t heir parents to focus on his studies rather than playing cric ket then india would never get Sachin Tendulkar who is Bh aratRatna holder in the field of sports .	Possible grammar error found. Consider removing "the" from here.
And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids s tudies and sometimes parents also force their kids to not s et up good interest in sports , but it's not good because if f amous cricketer Sachin Ramesh Tendulkar was forced by t heir parents to focus on his studies rather than playing cric ket then india would never get Sachin Tendulkar who is Bh aratRatna holder in the field of sports .	Possible grammar error found. Consider replacing it with "kids'studies".

And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids s tudies and sometimes parents also force their kids to not s et up good interest in sports , but it's not good because if f amous cricketer Sachin Ramesh Tendulkar was forced by t heir parents to focus on his studies rather than playing cric ket then india would never get Sachin Tendulkar who is Bh aratRatna holder in the field of sports .	Possible grammar error found. Consider inserting "a" over here.
And , the oppurtunities are less if it comapres with study , that's why they think sports could be effectful on the kids s tudies and sometimes parents also force their kids to not s et up good interest in sports , but it's not good because if f amous cricketer Sachin Ramesh Tendulkar was forced by t heir parents to focus on his studies rather than playing cric ket then india would never get Sachin Tendulkar who is Bh aratRatna holder in the field of sports .	Possible grammar error found. Consider inserting "it" over here.
So, parents should not force their kids whether it is distrac tiing in kids studies .	Possible grammar error found. Consider inserting "to see" over here.
Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "are".
Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "to".
Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "kids.".
Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "skills,".

Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "greatly".
Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "technique,".
Sports is also necessary for maintain the physical strength of kids , Team Sports like Cricket , Football, Rugby , etc tea ch about teamskill , team spirit and complimentary skills w hich have greatimpact on kid's personality dvelopment and their also famous staement that is "Sound mind lives in a s ound body "and sports play a great rolein making kids bod y sound , that can bealso helpful in making their mind shar p,can be helpful in decison making and indirectly it can be profitsblr for the studies too.	Possible grammar error found. Consider replacing it with "which".
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider replacing it with "are".
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider replacing it with "child,".
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider inserting "a" over here.
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider replacing it with "play".

Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider replacing it with "roles".
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider inserting "a" over here.
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider inserting "is" over here.
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider replacing it with "life.".
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider removing "a" from here.
Now, Some parents give importance to sports and think th at sports is necessary for the holistic development of child which is great thinking because sports plays various role in child life , Child will surely not be a dumb and lazy in futur e because he / she will hold sound mind and better instinc t.	Possible grammar error found. Consider inserting "the" over here.

Typographical

... and their also famous staement that is "Sound mind live s in a sound body "and sp...	Use a smart opening quote here: "“".
...at is "Sound mind lives in a sound body "and sports play a great rolein making ki...	Use a smart opening quote here: "“".

4 | Learning Resources

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Learn about written english comprehension	
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Learn about advanced deductive logic	
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