

1 Concept

My solution is a flask-based webapp. A request has the structure `URI/troops?size=[number]`, where *number* can be any unsigned integer ≥ 3 . The service response is an `application/json` string. In case of an unknown endpoint, the service returns an `http_404` and in case of an illegal request parameter an `http_400` - both also in `application/json`.

It is built with the MVC pattern and easy expandability in mind. Any further *character class* such as *Cavalry* or *Trebuchet* could be added to the `/application/app/config/settings.py` document and the program will behave accordingly. Any other data could be added as a member to the *Army* class as long, as it inherits from the *JSONable* base class.

2 Deployment

Prerequisites A unix-based host with the Docker engine installed.

Deployment In the project folder is a shell script `deploy.sh`, which builds a docker-image and subsequently launches it in detached mode with a `docker-compose` command. Everything is ready configured and the service is available under `localhost:8080` after launch.

Deployed Service An instance `https://gg.juliusneudecker.com/` is already available as a deployed version. The tests partly use this URI as a request endpoint.

3 Structure

The main entrypoint for the application is the `__init__.py` file in `/application/app/`. Apart from some configurations are three handlers for http handling: *index*, *apiHandler*, *error*. Where *index* serves the landing page and *error* are the error handlers in the project for the 4XX-Errors. The *apiHandler* responds to the `/troops` endpoint and builds the response by creating an *Army* object with *Troop* children, where the *count*-property of each child-*Troop* object is determined by the algorithm in `/application/app/functions/randomNumberProvider.py` - which is the solution of the core problem of this challenge. The *Army*-Object is subsequently parsed into a json-string and put into the http-response.

4 Testing

The core-modules for the program each have their dedicated unit test. In the project directory under `/application/app/test/`. To execute these tests with python, you have to create a `venv` with the packages specified in `/application/requirements.txt`. Then every unit-test can be launched separately.

There is also the `evenDistributionTest.py`, which requests a certain number of datasets (set to 1000) and makes a boxplot for every unit-type, to show that there is no bias in the algorithm.